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RESHEVSKY WINS

Overwhelms Kashdan in Title Play-Off

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JANUARY, 1943

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CHESS REVIEW

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FRONT COVER

CHESS REVIEW photo by Ned
Goldschmidt was taken at the Henry
Hudson Hotel, New York, during
the progress of the 8th match
game.

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SAMUEL J. RESHEVSKY

Kenneth Harkness interviews the
U. S. Champion. Illustrated by
photos of Reshevsky and his fam-
ily. In the February issue.

—•—

Chess Review

... the picture magazine of chess.

LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

NO! NO! NO!

Sirs:

To reproachfully ban Alekhine's games from the columns of your esteemed publication is to play the Nazi's game. In the conquered countries of Europe the people live in an atmosphere of fear and many of them are shamming their acquiescence to the "New Order."

Isn't it possible that Alekhine's conversion is just mere-tricious?

I think that public opinion is against adopting the suggestion of your correspondent. Next, we'll be hearing about burning Alekhine's books. Such things are not done over here.

S. A.

Huntington, W. Va.

Sirs:

I want to answer Mr. J. Edward Bromberg's letter in your December issue because, as assistant editor of Musical Leader, I come across the same artistic problems that beset him: namely, whether or not to eschew all art that is created by the enemy, living or dead.

When it is a question of creative genius of another era than our own, I admit the decision is easier. No liberal-minded person would inveigh against the choice of Wagner, Beethoven or Mozart on a concert program, or boycott the literary works of Goethe, Schiller or Heine because they were born in "enemy" territory and were of the "enemy" race. Hysterical hatreds are based on fear, and fear is a tremendous weapon in the enemy's favor.

This war, as I see it, is a clear-cut struggle between tolerance and bigotry. Chauvinism is more deadly than no patriotism at all; and that is the reason why we must, more than ever before in our history, defend a state of mind that can examine without hatred and prejudice.

As regards Alekhine, his games can hardly be Nazified because chess is a universal language and brotherhood. His mind and his writings may be condemned—his games can be examined critically for their own sake.

The virtues and defects of his chess mentality will speak more significantly in his compositions

over the chess board than in any of his polemics. We remember Richard Strauss not as a Hitler-endorsed musician, but as the composer of "Till Eulenspiegel." We shall remember Alekhine as the champion of San Remo, not as the protagonist of Aryan chess.

—PAUL H. LITTLE

Chicago, Ill.

Sirs:

I strongly disagree with the opinions of J. Edward Bromberg. Alekhine's games should be published as long as he doesn't express his political views in the annotations. As for declaring his title vacant, this would create a situation similar to the boxing and wrestling rackets in the U. S.

Bromberg also said something about chess not being able to flourish under fascism; to this I can only say that since the time it originated chess has flourished through ages of tyranny and monarchy. Until comparatively recent times there were no democracies to enjoy the game.

Keep printing Alekhine's games and let his politics go to blazes. If Saint Peter played a mediocre game of chess, and the Devil a good game, I'd rather play the Devil!

JACK FINNIGAN

Gig Harbor, Wash.

Sirs:

How do we know how much "free will" is involved in Alekhine's reported conversion to Nazi ideas? He should be given a chance to defend himself when he can do so without committing suicide if he displeases some S. S. bigshot.

L. R. CHAUVENET

Charlottesville, Va.

Sirs:

I have always felt that chess is a game that holds no prejudices, whether they be of race, color, religion, or national feeling. As long as Alekhine's games are brilliant, and so long as he is able to defend his title against the world's masters, chessplayers will want to see his games and will consider him world champion.

F. STEELE BLACKALL III
New Haven, Conn.

LETTERS

(continued)

Sirs:

I agree with you absolutely on the Alekhine question. Leaving aside the doubt as to his authorship of the offending articles, we should not deprive ourselves of the benefits from studying his games.

DANA BRANNAN

New York, N. Y.

Sirs:

... With his estate confiscated, his money gone and denied refuge in the principal friendly nations of the world, is it not reasonable to assume that the "Nazi proposition" (I think it is fairly safe to think they approached him) looked especially good to Alekhine?

... If Alekhine entertained the idea of escaping from his Nazi hospitality, he probably has been politely "reminded" of the fate of Przepiora, Treybal and Bernstein.

... I have seen the articles, allegedly written by him, in which bitter attacks are made on Fine and Reshevsky as well as Reti and Nimzovich. I cannot speak for his relations with Fine or Reshevsky, but I do know that his relations with Reti and Nimzovich were cordial and friendly. His big "beef" seems to have been against Capablanca, and I do not believe he even mentions Capa in these alleged articles of condemnation.

Let us not forget that Bogoljubow, Keres and Euwe have also taken part in this new "Nazi Chess Era." I don't know, but I don't think Euwe relishes seeing his countrymen butchered so brutally as now is their fate. With him it was probably a case of "compete or else" with the "or else" not too pleasant to think about.

I think we ought to suspend judgment until we know the full facts of the case.

CLAYTON BLACKBURN

Perth Amboy, N. J.

Sirs:

Should we declare Beethoven and Wagner ex-masters, Ehrlich an ex-doctor, Goethe and Heine ex-writers?!

We don't care what Alekhine believes and we (I think I mean 99 44/100% of your readers) admire and want to read and study his games. We don't hope you continue to publish them; we demand it!!

RALPH DE GOLIER

New York, N. Y.

YES!

Sirs:

I enjoyed very much the letter of J. Edward Bromberg dealing with the "case Alekhine." In my opinion every decent man cannot but join him.

Perhaps it will interest your readers to hear authentic words of Alekhine, spoken by him just a week before he deserted to Hitler. I met him in April, 1941 in Lisbon and had several long talks with him. His very first exclamation when he saw me was "What do you think of your good friend Euwe? He now collaborates with the Nazis!"—which was probably a lie. Then he went on: "But I, the champion Alekhine, the former Czarist officer, love freedom and democracy and I hate racialism. I only know good chess players and bad ones, but I don't know Jews or Gentiles or Mohammedans or Buddhists at the chess board. You see, I am ready to play immediately for the championship either with the Russian Bolshevik Botvinnik or with the American Jew Reshevsky. I don't ask for their 'Stammbaum' (genealogical tree). If the necessary money can be raised you can see the first game with them tomorrow, in a week, in a month, in a year, whenever the arrangements are settled. The earlier it is, the more I shall be glad to combat them."

A few days later the first of his infamous articles was published. Probably he had already written or at least sketched them at the time of that talk. No doubt there are also Fifth Columnists in the chess world.

JOHN J. HANNAK

Philadelphia, Pa.

Sirs:

The personal life of a chess master is a thing apart, but when this master's allegiance is given to a Hitler and his "new order," he becomes repugnant and damnable and deserves ostracism.

It is too bad that Mr. Bromberg does not state in particular the damning information against Alekhine. And much too bad, indeed, that your off-hand answer has such a shallow ring.

28 nations, united in resources and manpower to beat Hitler and all his ilk on the battlefields, did not await your approval, and as to beating Alekhine across the chessboard, that's another matter again, and it seems to me not so easily

settled, for who would face a fascist in any other way than with a well-loaded gun and pointed at the right spot?

EVA ROBIN

New York, N. Y.

Sirs:

I agree with Bromberg one hundred per cent. President Roosevelt has aptly termed this a "war for survival."

The Nazis are using Alekhine to their advantage. Let's forget about him—for the duration.

PETER GODFREY

Brooklyn, N. Y.

Sirs:

Mr. Bromberg ought to be congratulated. However, I don't believe the time has come to undertake anything against Alekhine. Every measure will have to wait until after the war. . . . The reports about him have to be thoroughly investigated. . . . After the war, however, I am confident that the chess world will not approve of a world champion who was a Nazi. . . . Regardless of his playing ability we cannot permit a man to be our world champion who, according to his ideas and actions, would belong either in a prison or an insane asylum, a man whose moral standards are so low that no man of character can sit with him at the same table and play with him the royal game. Suppose Hitler would be the present champion, would we still recognize him as such?

I propose: 1) Alekhine should lose his title. 2) He should be disqualified and barred from all tournaments, matches, or exhibitions, if not permanently, for at least several years. 3) The sale of his books and articles should be stopped.

Dr. JOSEPH PLATZ

Bronx, N. Y.

About 70% of the letters received on this subject disagree with the stand taken by Reader Bromberg in the December issue.

In response to the wishes of the majority, CHESS REVIEW will continue to publish the games of Alexander Alekhine.

On December 24th, newspaper editors throughout the land prepared obituaries on the world's chess champion when news was received that Alekhine had been stricken, was about to die in a hospital at Prague. As we go to press, no further news has been received—Ed.



Kashdan (left) writes down his move as Reshevsky sits up and takes notice at the 8th game of the match. In the foreground, CHESS REVIEW Reporter A. Rothman takes down the score. This game was the second in a series of five held at the Henry Hudson Hotel, New York, under the auspices of CHESS REVIEW.

Reshevsky Wins Title Match

Defeats Kashdan $7\frac{1}{2}$ — $3\frac{1}{2}$

Highlights and Background of the Championship Match

By KENNETH HARKNESS
Match Referee

SAMUEL J. RESHEVSKY took sole possession of the United States Chess Championship title when he forced the resignation of ISAAC KASHDAN in the 11th game of their play-off match and scored $7\frac{1}{2}$ points to win the series. The remainder of the 14 scheduled games could not affect the outcome as Kashdan had tallied only $3\frac{1}{2}$ points and Reshevsky was 4 up with only 3 to go. No arrangements have been made to play the last three games and official notice on this subject has not been released by the Match Committee.

The eleventh and deciding game was the last in a series of five (7th to 11th) held under the auspices of CHESS REVIEW at the Henry Hudson Hotel, 353 West 57th St., New York. The game was started on December 27th, 1942, and adjourned after 46

moves had been completed. Play was resumed at the Marshall Chess Club on the evening of January 2nd and the decision was reached when Kashdan resigned after White's 57th move.

Reshevsky won six games (the 1st, 3rd, 5th, 7th, 10th and 11th) while Kashdan was able to win only two games (the 2nd and 4th). The 6th, 8th and 9th were drawn. Seven of the eight won games were captured by the player with the white pieces. The tenth game, won by Reshevsky, was the only contest in which Black proved the victor.

Reshevsky A Real Champion

By winning this match, with such a decisive score, Reshevsky again demonstrated that he is the No. 1 Chessplayer of the United States, a fighting champion who has met every test with courage and skill. His nearest competitors may possess the necessary knowledge and ability to meet him on even terms; some may even outshine him in their handling of certain technical aspects of the game; but Reshevsky has the fighting heart of a champion, the grit, tenacity and determination to contest every point and every half point to the limit of his mental and physical endurance. And it is these qualities, combined with his native genius for the game, which enable him to win where others fail.

Reshevsky started badly, lost two of the first four games. Never before had he dropped a game in



In the North Africa Room of the Henry Hudson Hotel, I. A. Horowitz explains how Kashdan lost the 7th game of the match while the co-champions begin the 8th game in an adjoining room.

At each of the five games held under the auspices of CHESS REVIEW, Horowitz gave a move-by-move description of the contest, outlined the purpose and possibilities of each play in simple language.

defense of the title. To the onlooker he seemed to be playing listlessly, without his customary alertness. His critics—and every champion has critics—said that he must be slipping at last, that marriage and fatherhood had dulled his competitive spirit, that he no longer cared about the championship title.

But Reshevsky came back—fighting mad! He threw everything he had into the remaining games and sent his opponent back reeling. In the last seven games Reshevsky scored four wins and three draws—5½ points out of a possible 7! For this magnificent exhibition of courage and skill we take off our hat to the one and only SAMMY RESHEVSKY, our worthy champion and logical contender for the World's Championship Title.

Kashdan Starts Well But Slips

To Internationalist ISAAC KASHDAN goes much credit for his performance in the match. He is the first man to beat Reshevsky—and beat him twice—in U. S. Title games since the tournament of 1936. He broke the spell of invincibility. But he failed to follow through. In the early games he played with extraordinary aggressiveness and ability. Thoroughly prepared for the contest, he displayed great virtuosity in his handling of the openings, pushed every advantage to the limit. But after being held to a draw in the 6th and dropping a full point in the 7th, in which he had an easy draw, he seemed to lose heart. Two points down, he tightened up, played too defensively, missed many opportunities which might have radically changed the score.

Needless to say, he was in a difficult position. It is not easy to overcome a lead of 2 points. But he did not seem to fight as hard as in the early games. His health may have had something to do with it (he developed a bad cold) or perhaps it was just that Reshevsky rounded into form. Whatever the reason, Kashdan was unable to make any headway after his initial successes. He had his big chance, the opportunity he has sought for so many years, but he couldn't make the grade.

Openings Used in the Match

The openings were interesting. Reshevsky played 1 P-Q4 every time he had White, won five and drew one with this opening! With the black pieces, he scored 1 win, 2 losses and 2 draws. Apparently White holds a distinct edge in this game of chess!

Kashdan opened 1 P-K4 and played the Ruy Lopez in 4 out of 5 games in which he had White, scored 2 wins and 2 draws in these four games. He then switched to the Queen's Pawn Opening (in the 10th game of the match) and this was the only game lost with White!

Players Frequently in Time Trouble

According to the experts, the brand of chess played in this match was not always of the highest calibre. A good many blunders were made. It may be pointed out, however, that similar blunders have appeared in practically all the famous chess matches of history. In fact, the game in which no errors are committed is just about as rare as the Passenger Pigeon.

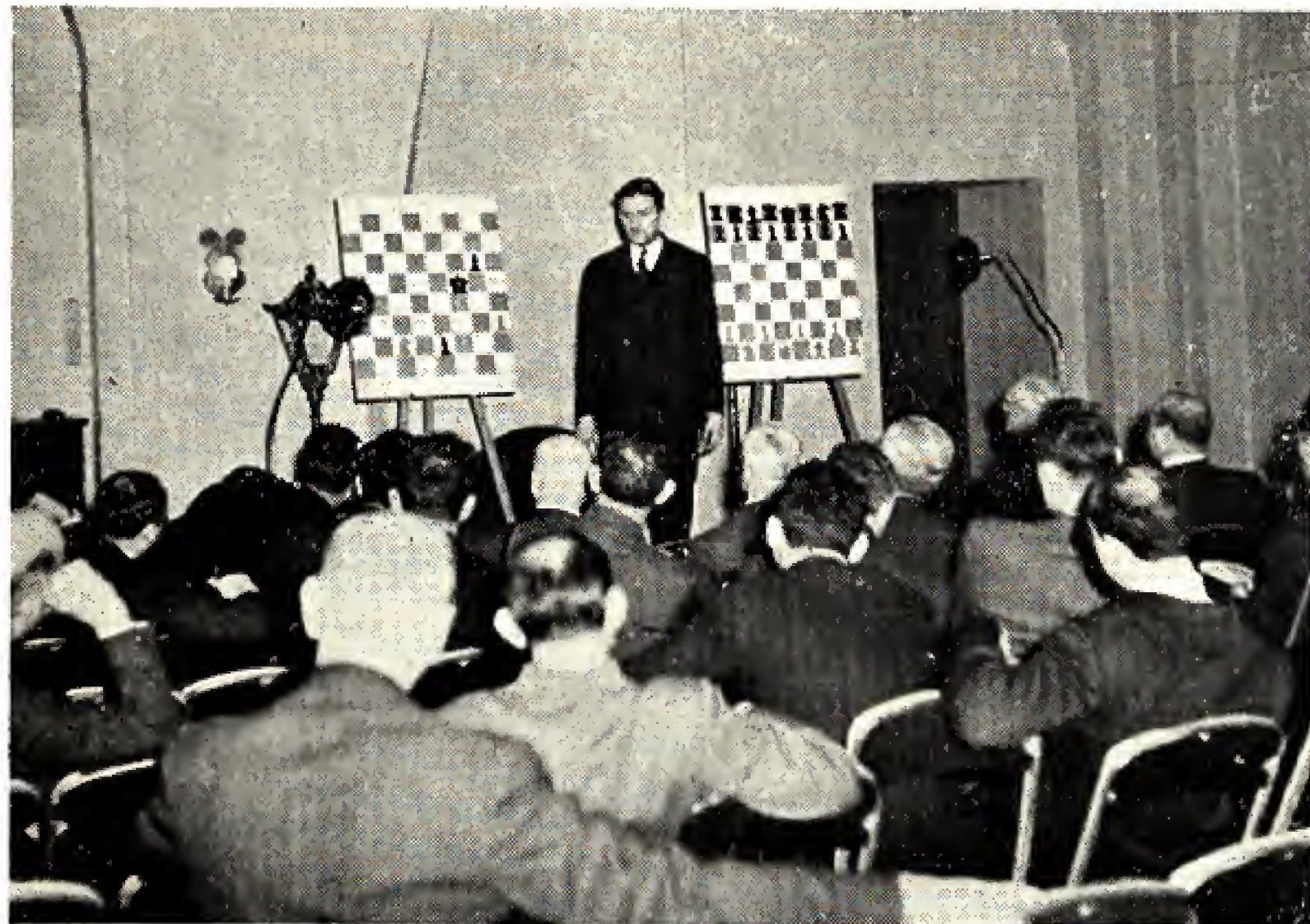
The blunders were blamed on the time limit and it is undoubtedly true that there was plenty of time trouble. Your reporter, as referee, spent a nervous ten minutes towards the end of every game with his eyes glued to the clocks. One or both players usually had to make some incredible number of moves in a few seconds. So expert and experienced are these masters at playing fast chess, however, that only one game was forfeited on time; and actually this was only a technicality as the game was lost in any case.

The match was played under the time limit of 45 moves in 2¼ hours. Actually, the players consumed most of the time on the first 20 moves or so and made the remaining moves in a few minutes. They would probably do the same thing if they were playing under a slower time limit. However, in important title matches, it is possible that better chess might be produced if the players had more time to consider their moves.

Fifth and Sixth Games at Clubs

As we reported last month, the 5th game was held at the Queens Chess Club, 49-05 59th Street, Woodside, N. Y., on Sunday, November 29th. FRITZ BRIEGER, President of the Queens Club, and Treasurer of the Match Committee, sponsored the game. Interest in the match was running high and a good crowd was present. Among the invited guests was former champion FRANK J. MARSHALL, who followed the game with keen interest.

Reshevsky was smarting under the defeats he had suffered in the 2nd and 4th games. Against Kashdan's adoption of the Nimzovich Defense, he



Despite snowstorms and sub-zero cold, a large audience attended each of the games at the Henry Hudson Hotel, asked questions and suggested moves in an Open Forum conducted by I. A. Horowitz. The spectators found this method of presenting a chess match both entertaining and instructive.

—Photos by CHESS REVIEW Photographer Ned Goldschmidt.

took unusual chances in his desire to win, launched a strong King-side attack which he admits was "fraught with danger." Kashdan got into time-trouble, failed to put up the best defense and the game was over in 38 moves. It was Reshevsky's third win and the fifth straight win for the player with White.

The 6th game was sponsored by the Manhattan Chess Club and held in their club rooms at 100 Central Park South, New York. It was a private affair, attendance being restricted to club members and a few invited guests. The game was extremely interesting and is worth careful study. Kashdan made a transposition of moves in the opening which almost cost him the game. It was one of those rare instances in which a master apparently followed a column in "Modern Chess Openings" without realizing that the moves had been transposed. As pointed out by Horowitz in his notes to the game, Kashdan should have played 11 P-QR4, as actually played by Keres against Reshevsky at Stockholm in 1937, and not 11 P-KR3, followed by 11 P-QR4, as shown in the record of that game in M. C. O.! (See Page 255, col. 89).

Oddly enough, Horowitz was caught the same way in his own match with Reshevsky and pointed out the transposition to Kashdan before the present match. Kashdan either forgot about it, or had his own ideas on the subject.

The game ended in a draw, the first drawn game of the match, but Kashdan had to fight hard and play with unusual skill towards the end in order to avoid defeat.

Last Five Under CHESS REVIEW Auspices

The final games of the match, from the 7th to the 11th inclusive, were held under the auspices of CHESS REVIEW at the Henry Hudson Hotel, New York. At each of these games Editor I. A. Horowitz conducted an Open Forum at which the moves of the games were explained and discussed.

Despite unfavorable weather, a large audience attended each game and seemed to thoroughly enjoy this method of presenting a chess match. Horowitz was in fine form, outlined the purpose of each move in simple, convincing language, answered all questions.

Watching two masters play a match can be boring at times, but a public discussion of the game, while it is being played, is both entertaining and instructive. To add to the interest, Horowitz staged a guessing contest among the audience; the spec-

tator who best foretold the moves actually played in the game received a prize.

At intervals Problem Editor P. L. Rothenberg discussed some unusual problems and problem themes and our inimitable "Oddities" Editor Irving Chernev entertained the audience by playing over some extraordinary end-game compositions on the demonstration board. Readers' Games Editor Fred Reinfeld helped out with an exposition of the opening variations at one of the games.

The management of the Henry Hudson Hotel was extremely co-operative, did everything possible to make the players and audience comfortable. The playing conditions in the Modern Room were perfect and the North Africa Room, in which the Open Forum was held, is an ideal auditorium in which to stage events of this type. The Hotel is promoting sports events for service men and we hope they will add chess to their activities. New York badly needs a hotel in which chess is made available to guests and visitors.

The opening game of this series, the 7th of the match, was characterized by some rather slipshod play on both sides. Reshevsky had a won game, got into terrific time-trouble and blundered away a pawn. At the adjournment the position was even. During the dinner interval Kashdan did not analyze the position and was under the impression he could easily force a draw. When the game was resumed in the evening he played an inferior line which ended in a win for Reshevsky.

This loss of a comparatively simple draw must have broken Kashdan's nerve. Thereafter he played too cautiously. The 8th and 9th were drawn. Getting nowhere with the Ruy Lopez, Kashdan tried the QP opening in the 10th, developed a tremendous game but then failed to make the proper continuation. One defensive move cost him a valuable tempo and his position crumbled. Reshevsky broke through with Black and won the game.

The 11th was a hard-fought battle which was adjourned when Reshevsky sealed his 47th move. He was a pawn up with winning chances against the best defense. However, when the game was resumed at the Marshall C. C., Kashdan put up surprisingly weak resistance. The game was over and the title decision reached when Kashdan resigned after White's 57th move.

In the following pages, the 5th, 6th, 7th, 8th and 9th games are thoroughly explained by Reshevsky, Fine and Horowitz. The 10th and 11th will be published next month.

EXCLUSIVE FEATURE



U. S. Championship Match GAME No. 5

Queens Chess Club, Woodside, N. Y.

Nov. 29, 1942

Annotated by

SAMUEL J. RESHEVSKY

NIMZO-INDIAN DEFENSE

Reshevsky Kashdan

White Black

1 P-Q4 Kt-KB3
2 P-QB4 P-K3
3 Kt-QB3 B-Kt5
4 P-QR3

The most aggressive move. In forcing Black to exchange, White obtains a strong center and retains the advantage of two Bishops. However, a weakness is created in the doubled pawns.

4 BxKt
5 PxB P-B4

I consider this better than 5 . . . P-Q4.

6 P-K3 O-O
7 B-Q3 Kt-B3
8 Kt-B3 P-Q3
9 Q-B2!

An important move in this position. If 9 O-O, P-K4; 10 P-Q5, P-K5! and Black gets an excellent game.

9 P-K4
10 P-Q5 Kt-K2
11 O-O K-R1

Better than this passive move is 11 . . . Kt-Kt3 and if 12 Kt-K1, Q-K2. Then, if 13 P-B4, P-K5; or if 13 P-K4, Kt-R4.

12 Kt-K1!

Here 12 Kt-Q2 would be inferior as the K3 square would not be protected by the Queen's Bishop.

12 Kt-K1
13 P-B4 PxP

If 13 . . . P-B4, 14 P-K4!

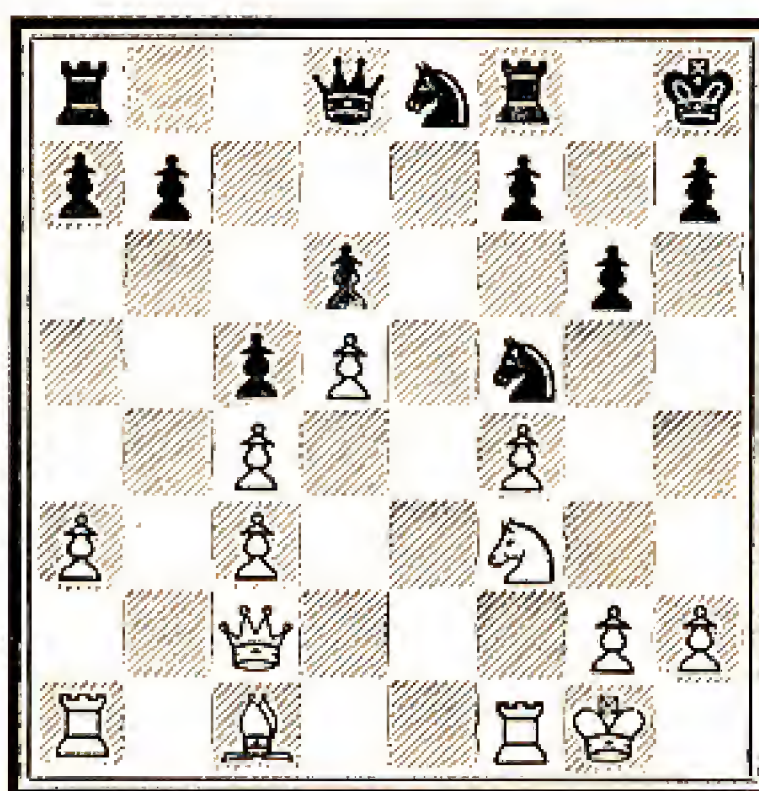
14 PxP

RxP is a good alternative.

14 P-KKt3!

Making it possible to dispose of White's strong King's Bishop.

15 Kt-B3 B-B4
16 BxB KtxB



17 P-Kt4!

A move fraught with danger, but at the same time offering White good prospects.

17 Kt-R3
18 P-B5!

Continuing in the spirit of the previous move.

18 KtxKtP
19 P-R3 Kt-K4

Best, for if 19 . . . Kt(5)-B3; 20 B-R6, R-KKt1; 21 Kt-Kt5 with a terrific bind.

20 KtxKt PxKt
21 B-R6 R-KKt1
22 P-B6

The key to White's plan.

22 P-KKt4

Of course, not 22 . . . KtxP because of 23 B-Kt5.

23 Q-B5 R-Kt3
24 B-B8 Kt-Q3?

Short of time, Kashdan failed to put up the best defense. Much better was 24 . . . KtxP; 25 BxP (if 25 QxKP, QxB; 26 RxKt, RxR; 27 QxR, Q-Kt2 should draw), Kt-Q2; 26 B-K3, P-B3 with chances for both sides.

25 B-Kt7ch K-Kt1
26 QxKP Q-Q2
27 QR-K1 P-KR4

Not 27 . . . R-K1 on account of 28 QxKt.

28 Q-K7 QxQ
29 RxQ R-Q1
30 KR-K1 K-R2
31 K-Kt2 P-Kt5
32 R(K1)-K5 PxPch
33 KxP R-Kt8
34 RxPch K-Kt3
35 R(K7)-K5 R-R8ch
36 K-Kt4 Kt-K5?

Black was in time trouble. Much better was 36 . . . R-Kt8ch; 37 K-B3, R-B8ch; 38 K-Kt2, R-B4; 39 R-R6 ch, K-Kt4; 40 R-K3 but White would still have excellent winning prospects as the Black King is terribly exposed and subject to attack.

37 RxR Kt-B7ch
38 K-B4 Resigns

On 38 . . . KtxR White mates in three moves by 39 R-Kt5ch, K-R2; 40 R-R5ch, K-Kt3; 41 R-R6 mate.



GAME No. 6

Manhattan Chess Club, New York

Dec. 6, 1942

Annotated by

I. A. HOROWITZ

The sixth game is not a work of art: pronounced imperfections in strategy and tactics mark the play.

Yet, its saving grace lies in the lesson it teaches on refinements and subtleties of opening technique, particularly related to *sequence*. (See notes to moves 11 and 12.)

RUY LOPEZ

| I. Kashdan | S. J. Reshevsky |
|------------|-----------------|
| White | Black |
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |

Previously, Reshevsky tried 4 ... P-Q3 which Kashdan met with 5 P-B4! White thus took the initiative and uncontested control of central squares. Hence, the text-move, which offers fair prospects for equality.

| | |
|----------|--------|
| 5 O-O | B-K2 |
| 6 R-K1 | P-QKt4 |
| 7 B-Kt3 | P-Q3 |
| 8 P-B3 | Kt-QR4 |
| 9 B-B2 | P-B4 |
| 10 P-Q4 | Q-B2 |
| 11 P-KR3 | |

Intrinsically sound: It prevents an annoying pin and prepares for a possible advance of the KtP in some contingencies. However, in conjunction with White's following move, it is ill-timed and a careless transposition.

| | |
|-----------|------|
| 11 | O-O |
| 12 P-QR4? | |

The fundamental thought involved in this thrust is substantially sound. For now, if 12 ... R-Kt1; 13 PxP gains command of the open QR file, or if 12 ... P-Kt5; 13 PxKtP, PxKtP; 14 QKt-Q2, followed by 15 Kt-B1, 16 Kt-K3; 17 P-QKt3 and 18 B-Kt2 with excellent prospects (Keres-Reshevsky, Warsaw, 1935.)

BUT, and this deserves caps, Black may parry in simple fashion, as he does, by ... B-Q2.

The point is that 11 P-QR4 (instead of 11 P-KR3) would have compelled one of the discussed alternatives, whereas, in the present set-up the textmove is meaningless.

This transposition changes the entire complexion of the game.

| | |
|-----------|------|
| 12 | B-Q2 |
| 13 QKt-Q2 | |

Oblivious of the lurking dangers of the position; otherwise, he might have continued with 13 RPxP, RPxP; 14 P-Q5, and a rapid mobilization of his forces poised in the general direction of the adverse King, thus: 15 QKt-Q2, 16 Kt-B1, 17 P-KKt4, 18 Kt-Kt3.

| | |
|---------|--------|
| 13 | BPxP! |
| 14 BPxP | KR-B1! |
| 15 RPxP | |

He has no choice: 15 B-Q3, KtPxP!

| | |
|---------|-----|
| 15 | QxB |
| 16 QxQ | RxQ |
| 17 RxKt | BxP |

And Black undoubtedly retains the edge: a "pig on the seventh" and two Bishops tell in his favor. White is relegated to disentangling his pieces.

| | |
|-----------|--------|
| 18 R-R1 | QR-QB1 |
| 19 P-QKt3 | B-B1 |

The threat was 20 B-R3 followed by 21 PxP.

| | |
|---------|------|
| 20 PxP | PxP |
| 21 B-R3 | |

For 21 KtxP fails on account of 21 ... B Kt5!

| | |
|---------|------|
| 21 | BxB |
| 22 RxB | R-B8 |

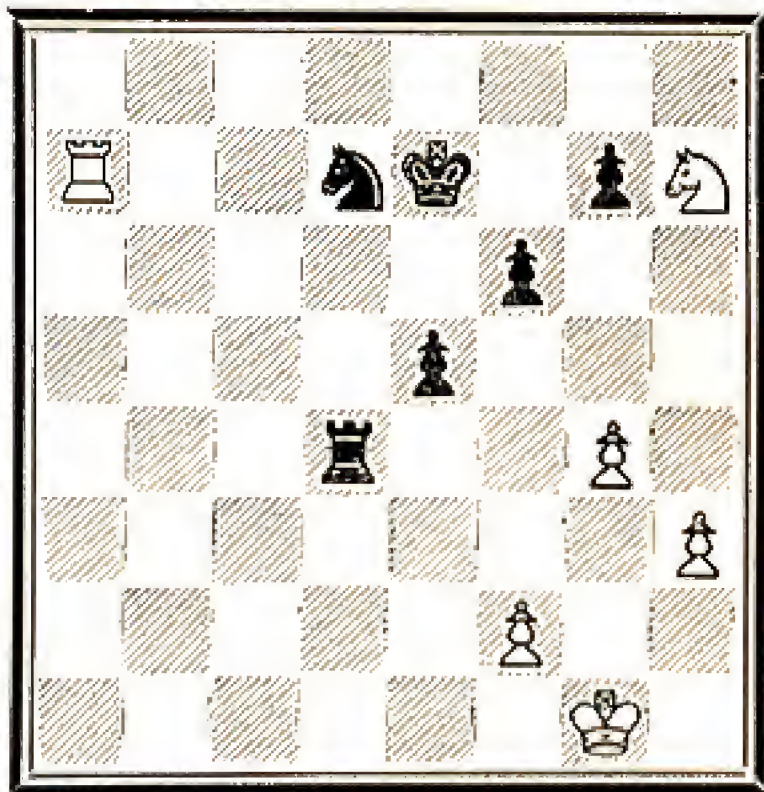
Simplification tends to lessen White's burdens of defense. Preferable appears to be 22 ... Kt-Q2; 23 Kt-B4, P-B3; 24 Kt-Q6, QR-B6; 25 KtxB, PxKt; and White's QKtP and KP are targets to shoot at.

| | |
|----------|-------|
| 23 RxR | RxRch |
| 24 K-R2 | R-B7 |
| 25 R-R1 | K-B1 |
| 26 K-Kt1 | Kt-Q2 |
| 27 Kt-B4 | BxKt |

| | |
|---------|-------|
| 28 PxB | RxQBP |
| 29 RxP | RxP |
| 30 R-R7 | K-K2 |

If 30 ... Kt-B4; 31 R-R5, Kt-Q6; 32 R-Q5 recovers the Pawn. On other Kt moves Black must beware of Kt-Kt5, or of RxPch followed by Kt-Kt5ch.

| | |
|-----------|------|
| 31 Kt-Kt5 | R-Q5 |
| 32 KtxRP | P-B3 |
| 33 P-Kt4 | |



| | |
|---------|------|
| 33 | K-B2 |
|---------|------|

33 ... P-Kt4 would have put White to the test, although it appears that White can give up the Knight for two pawns and still draw. Thus, if 33 ... P-Kt4; 34 P-B3, K-B2; 35 P-R4, K-Kt2; 36 PxP, KxKt; 37 PxP, K-Kt3; 38 P-Kt5 and Black can make no headway: e. g., 38 ... KxP; 39 P-B7 (threatening RxKt), Kt-B1; 40 R-R8, recovering the piece.

Nevertheless, this was the best try.

| | |
|----------|------|
| 34 P-Kt5 | P-B4 |
| 35 K-B1 | R-Q3 |

If 35 ... K-Kt3; 36 RxKt, RxR; 37 Kt-B8ch!

| | |
|------------|-------|
| 36 P-Kt6ch | RxP |
| 37 RxKtch | K-Kt1 |
| 38 R-K7 | KxKt |
| 39 RxP | Draw |

White fought a noble, uphill battle.



GAME No. 7

Henry Hudson Hotel, New York - - - December 13, 1942
(Held Under the Auspices of CHESS REVIEW)

Annotated by
REUBEN FINE

Not an outstanding performance by either side.

NIMZO-INDIAN DEFENSE

| | |
|-----------|---------|
| Reshevsky | Kashdan |
| White | Black |
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | B-Kt5 |
| 4 Q-B2 | |

Reshevsky again varies — good tactics.

| | |
|---------|--------|
| 4 | P-Q4 |
| 5 P x P | Q x P |
| 6 Kt-B3 | P-B4 |
| 7 B-Q2 | B x Kt |
| 8 B x B | Kt-B3 |

8 ... P x P has been considered best (and good enough to equalize) but Kashdan has an improvement in mind.

| | |
|---------|----------|
| 9 P-K3 | O-O |
| 10 R-Q1 | Q x R P! |

Better than the older 10 ... P-QKt3; 11 P-QR3, etc. when Black's Queen remains insecure.

| | |
|----------|-------|
| 11 P x P | Kt-Q4 |
|----------|-------|

The point. Black gets rid of the two Bishops and can develop.

| | |
|---------|------------|
| 12 B-K2 | Kt(B3)-Kt5 |
| 13 Q-Q2 | |

13 B x Kt, Kt x B; 14 Q-Q2, Q-R4 is no better.

| | |
|-----------|---------|
| 13 | Kt x B |
| 14 Q x Kt | Kt-Q4 |
| 15 Q-Q2 | P-QKt3! |

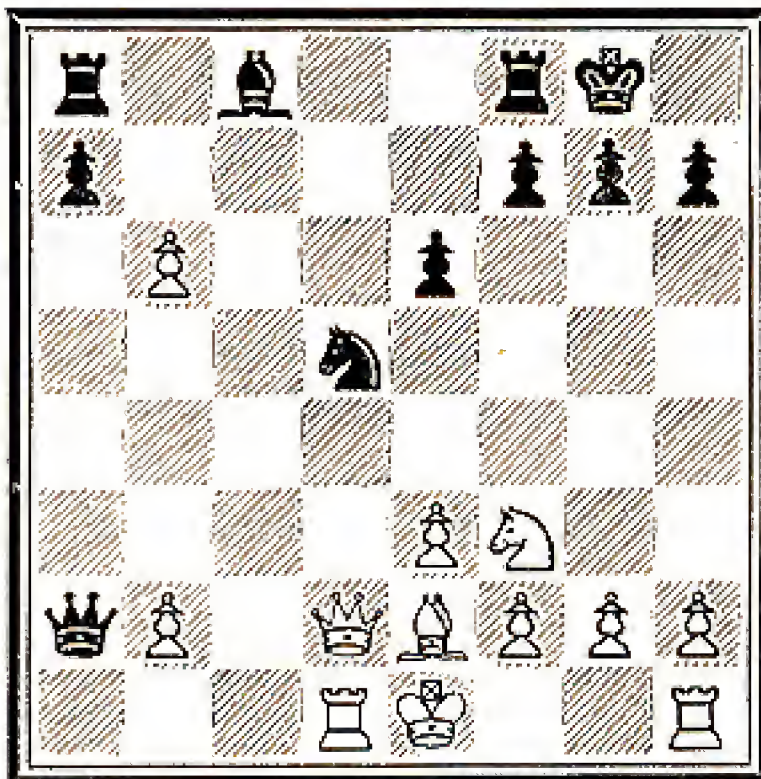
Black continues the levelling process. 15 ... B-Q2 instead would be inferior: after 16 Kt-K5, B-K1; 17 O-O, R-B1; 18 P-K4, Kt-B3; 19 B-B4, Q-R5; 20 R-R1 he must give up a piece to save his Queen.

| | |
|----------|------|
| 16 P x P | |
|----------|------|

(See diagram at top of the next column)

| | |
|---------|-------|
| 16 | P x P |
|---------|-------|

16 ... Kt x KtP is much simpler: after 17 O-O, B-Kt2 Black's weak QRP is offset by White's weak QKtP. Nor can the slightly exposed position of White's Queen be exploited: if 18 Kt-Q4, P-K4; 19 R-R1, Q-Q4; 20 B-B3, Q-Q2 White has nothing.



Position after 16 P x P

| | |
|----------|--------|
| 17 O-O | B-Kt2 |
| 18 R-B1 | KR-B1 |
| 19 Kt-K5 | Kt-B3? |

Loses a Pawn in the long run. 19 ... Q-R4 was best, though Black would still have some troubles.

| | |
|-----------|-------|
| 20 Kt-B4! | Q-Kt6 |
|-----------|-------|

Or 20 ... P-QKt4; 21 Kt-Kt6, R x R; 22 R x R, R-Kt1; 23 B x P, etc.

| | |
|---------|------|
| 21 Q-Q4 | R-B3 |
|---------|------|

Now 21 ... P-QKt4 would be met by 22 Kt-R5!, Q-Q4; 23 Q x Q, B x Q; 24 P-QKt4 and the QKtP cannot be held for long. 22 Kt-Kt6, R x R; 23 R x R, R-KB1; 24 R-B7 is also quite strong. The point is that with all White's pieces beamed to the Q-side the QKtP cannot be defended adequately.

| | |
|----------|-------|
| 22 Kt-Q6 | R x R |
|----------|-------|

On 22 ... R-Q1 there would follow 23 Kt x B!!, R x Q; 24 R x R and Black must lose a vital tempo to stop mate, so that White gets two R's and a B for the Q.

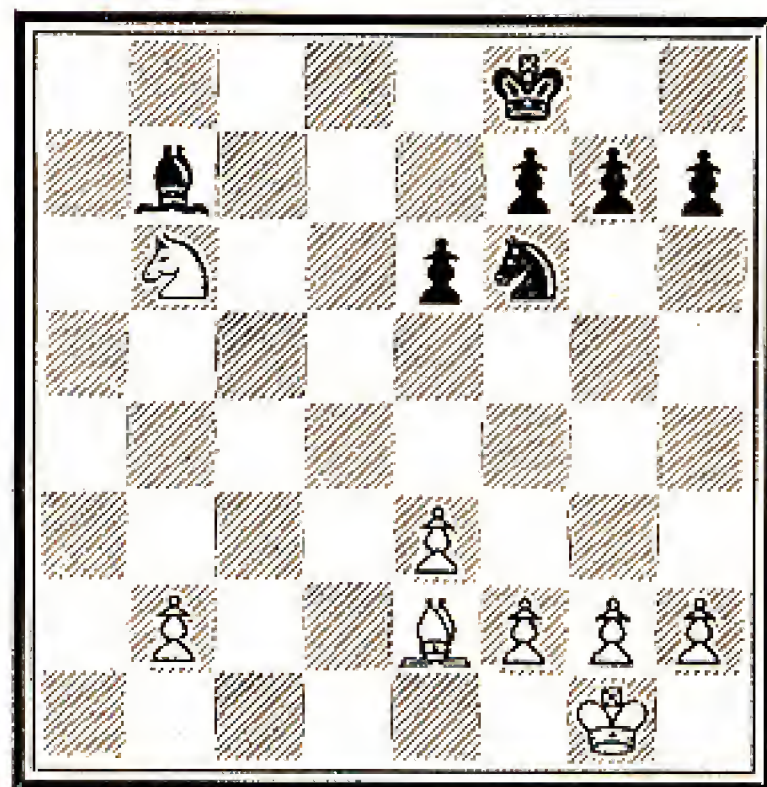
| | |
|----------|------|
| 23 R x R | Q-Q4 |
|----------|------|

Now 23 ... R-Q1?; 24 Kt x B loses at once. B moves are likewise impossible. e. g. 23 ... B-Q4; 24 P-K4 and 24 ... P-K4 is the only move to save the piece.

| | |
|------------|-------|
| 24 Q x Q | B x Q |
| 25 R-B8ch! | R x R |
| 26 Kt x R | K-B1 |

The Pawn cannot be held, for if 26 ... Kt-Q2; 27 B-Kt5.

| | |
|-----------|-------|
| 27 Kt x P | B-Kt2 |
|-----------|-------|



One would expect Reshevsky to win the following ending with ease, but there are still plenty of surprises ahead.

| | |
|---------|-------|
| 28 P-B3 | K-K2 |
| 29 K-B2 | Kt-K1 |

Black tries to get some counterplay on the K-side—and miraculously succeeds.

| | |
|----------|------|
| 30 Kt-B4 | |
|----------|------|

Preparing an escort for the QKtP.

| | |
|---------|-------|
| 30 | P-B3 |
| 31 K-K1 | P-K4 |
| 32 K-Q2 | Kt-B2 |
| 33 B-Q3 | |

All this doubtless to gain time. (He had to make the last 24 moves—to move 45—in 6 minutes.) Otherwise he would have adopted the obvious Kt-R5 followed by advancing the KtP.

| | |
|----------|---------|
| 33 | P-R3 |
| 34 Kt-R5 | B-B1 |
| 35 B-B4 | K-Q3 |
| 36 K-B3 | Kt-Q4ch |

Makes it a little easier but there was no real defense.

| | |
|-----------|-------|
| 37 B x Kt | K x B |
| 38 P-K4ch | K-K3 |
| 39 Kt-B4 | B-R3 |
| 40 Kt-K3 | |

Waste of time. K-Kt4-B5 followed by pushing the KtP would have decided quickly.

Grandmaster REUBEN FINE gave a simultaneous exhibition at the Marshall Chess Club, New York, on December 7th. Playing 22 opponents, he won 21 games, drew with Dr. Theodore Shedlovsky of the Rockefeller Institute.

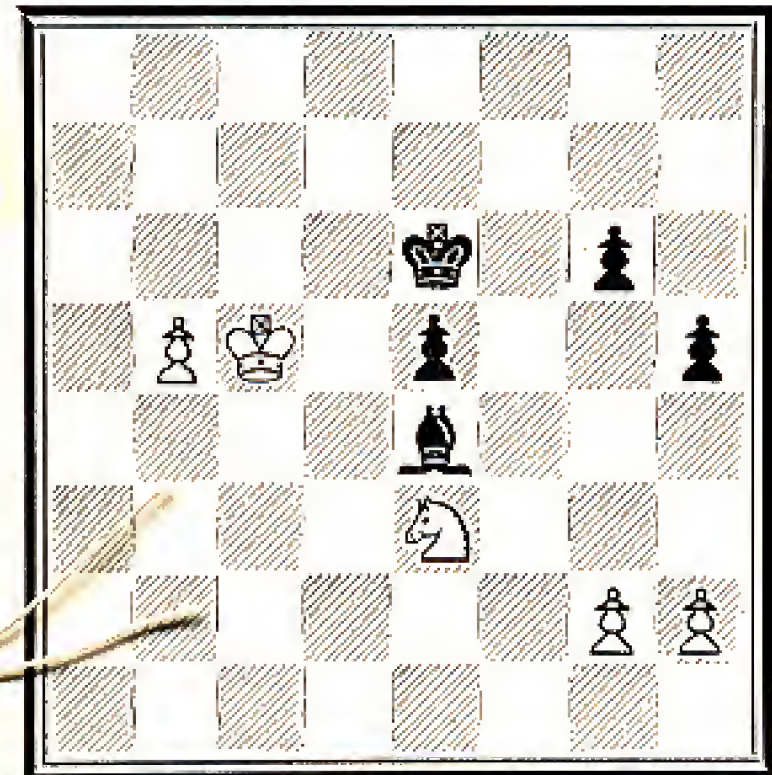
Editor's Note: In the February issue Reuben Fine will resume his regular "Game of the Month" department in which he discusses and annotates the outstanding game of each month.

—Photo by Kenneth Harkness



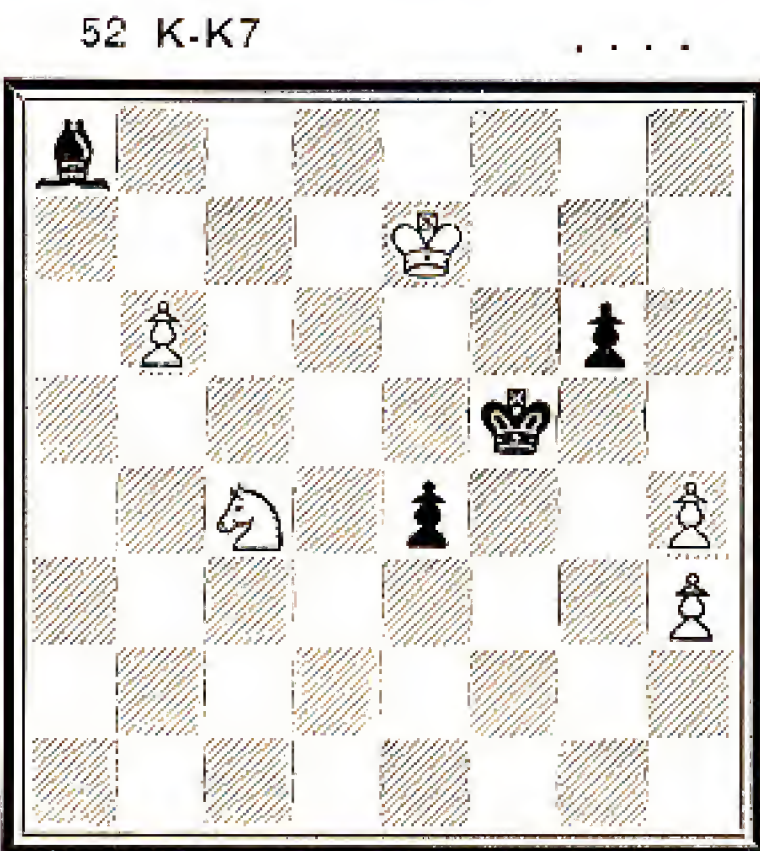
40 P-R4
41 K-Kt4 P-Kt3
42 K-B5 P-B4
43 P-QKt4??
Returns the Pawn for no good reason. 43 Pxpch, PxP; 44 P-QKt4 still wins hands down. Even 43 Kt-B4 was good enough.

43 PxP
44 PxP B-Q6!
Perhaps he had overlooked this and had expected only 44 B-Kt2, when 45 Kt-Q5 is adequate.
45 P-Kt5 BxKP



Now the game should be drawn. White can always win the Bishop but Black then gets enough counterplay on the K-side.
46 P-Kt3 B-B6
47 P-R3 B-R8
48 P-Kt6 B-R1
49 Kt-B4 K-B4
50 K-Q6 P-R5??

This loses. Correct was 50 P-K5; 51 Kt-K3ch, K-B3! and White can make no progress. 50 K-K5? also loses: after 51 KtxP, P-Kt4; 52 K-K6, K-K6; 53 K-B5, K-B7; 54 KxP, KxP; 55 P-R4, it is all over.
51 PxP P-K5



52 B-B3
The apparently obvious 52 K-B5 does not draw as after 53 K-B6, K-Kt6; 54 K-Kt5 (not 54 KxP, KxP(R5); 55 K-B5, KxP; 56 K-B4, K-Kt7 when Black's King gets back to the QKtP in time), KxP; 55 Kt-K5, P-K6; 56 KtxP! followed by Kt-B4, the advance of the passed RP is decisive.

53 K-B7 B-Q4ch
54 K-Kt7 B-R1
55 K-R6 B-B3
There is no defense: if 55 K-B3; 56 P-R5, PxP (or 56 P-Kt4; 57 K-R7, K-B2; 58 P-R6 etc.); 57 KxP, K-Kt2; 58 K-Kt5, K-R2; 59 Kt-K3, K-Kt2; 60 Kt-B5ch, K-R2; 61 K-B4, K-Kt3; 62 Kt-Kt3 and the two Pawns will win easily.

56 Kt-R5
Of course! If now 56 P-K6; 57 KtxB, P-K7; 58 Kt-Q4ch.
56 B-Q4
57 P-Kt7 BxP
58 KtxB P-K6
59 Kt-B5 K-K4
60 Kt-Q3ch K-K5
61 Kt-K1 K-B4
62 K-Kt7 P-K7
63 Kt-B2 Resigns

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GAME Nos. 8 & 9

HENRY HUDSON HOTEL, NEW YORK - DEC. 15th & 20th

(Under the Auspices of CHESS REVIEW)

Annotated by

I. A. HOROWITZ

RUY LOPEZ

Kashdan White Reshevsky Black

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-Kt5 P-QR3
4 B-R4 Kt-B3
5 O-O B-K2
6 Q-K2

Less customary than 6 R-K1. The idea is to play R-Q1 and, after due preparation, P-Q4, directly bearing on the opposing Queen.

6 P-QKt4
7 B-Kt3 P-Q3
8 P-QR4 B-Kt5
9 P-B3 O-O
10 P-R3

Putting the question to the Bishop. If 10 . . . B-R4; 11 P-Kt4, and 12 P-Q3 and the scope of Black's QB is limited.

10 B-Q2

10 . . . B-K3; 11 B-B2, Kt-QR4 is a good alternative.

11 P-Q4 Q-B1

Anticipating 12 R-Q1 and thus avoiding the line of fire of the Rook.

12 R-Q1 P-Kt5

In order to be in position to undertake positive action without worrying over the doubly attacked KtP, which remained en prise only by grace of a technicality.

13 P x KtP

A good continuation, though the routine 13 QKt-Q2-B1 is also promising.

13 P x P
14 Kt x P Kt x KtP
15 Kt-QB3 P-B4

Saddling himself with a backward QP, a consequence of his 12th move. This however offers the only opportunity for counterplay as against a policy of watchful waiting.

16 Kt-B3 B-K3

So that Black's QP will gain support for a possible advance.

17 B-QB4 B x B
18 Q x B Q-K3
19 Q x Q! P x Q

The merger of the pawns is short lived.

20 P-K5!

P x P

Thus the Pawn structure is still weak.

21 Kt x P K Kt-Q4
22 Kt-K4 K R-Q1
23 B-Kt5 B x B
24 Kt x B Kt-B5

Ingeniously maintaining the position intact.

25 P-KKt3 Kt-K7ch
26 K-Kt2 Kt-Q5
27 Q R-B1

Oddly enough, this move, though powerful in appearance, offers Black the chance to consolidate. 27 Kt-B4 (to prevent a possible penetration of White's second rank by the Black Rooks), followed by some such play as R-R3 and the later doubling on the K or QB file, whichever is more feasible, is more effective.

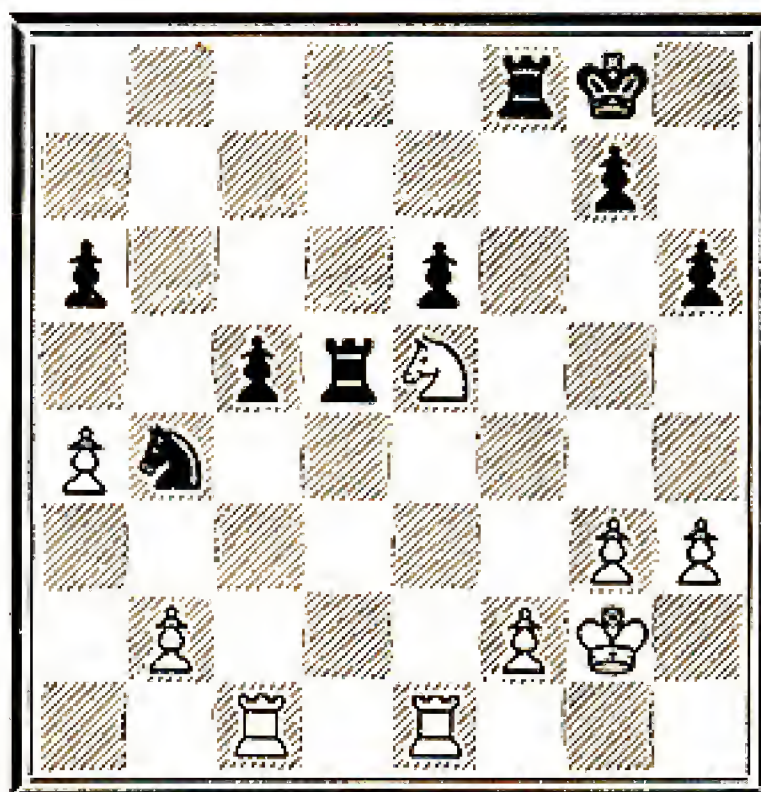
27 R-Q4
28 R-K1

This move was criticized by the spectators who suggested 28 P-B4. In that event Black may continue with 28 . . . Kt-Kt6 with excellent prospects: 29 R x R, P x R! or 29 R-QKt1, Q R-Q1 with counterplay on the open file.

28 P-R3
29 Kt(Kt5)-B3 Kt x Kt
30 K x Kt

For 30 Kt x Kt is met by . . . Kt-Q6!

30 R-B1ch
31 K-Kt2



31

R x Kt

Running for the draw. 31 . . . R-Q7, would still lead to interesting play.

32 R x R Kt-K6
33 R(K5) x BP R x Pch
34 K-Kt1 Kt x R(B4)
35 R x Kt R x P
36 R-B6 P-QR4
37 R-B5 R-QR7
38 R x P P-K4
39 R x P R x P

Draw

Game No. 9

The Grunfeld Defense involves attack and counter-attack on the center formations in the early stages of the play. The spirit of the defense was violated by Black's fourth move.

GRUNFELD DEFENSE

Reshevsky White Kashdan Black

1 P-Q4 Kt-KB3
2 P-QB4 P-KKt3
3 Kt-QB3 P-Q4
4 Q-Kt3 P-B3

Black's intended fianchetto of the KB is a prelude to concentrated pressure on White's center, which should be accomplished by the eventual thrust . . . P-QB4. The textmove nullifies any such purpose.

Preferable would be 4 . . . P x P; 5 Q x P, B-K3; and now if 6 Q-Q3 (as in the 3rd game), P-B4!; 7 P x P, Kt-B3 with excellent prospects for the second player. His superior development should insure the return of the Pawn with interest.

5 Kt-B3 B-Kt2
6 B-B4 O-O
7 P-K3 P x P

So that the tension is momentarily relaxed in the center, and Black may quietly proceed with his mobilization. Yet, while the textmove and the subsequent moves are part of a preconceived plan, fundamentally the strategy is faulty in that it sacrifices control of the center to White.

Now the task will be to regain the lost ground.

8 B x P QKt-Q2
9 O-O Kt-Kt3
10 B-K2 B-K3
11 Q-B2 QKt-Q4
12 B-K5 B-B4
13 Q-Q2 Kt x Kt
14 Q x Kt Kt-K5
15 Q-Kt4

In order to tie a major piece to the defense of the KP.

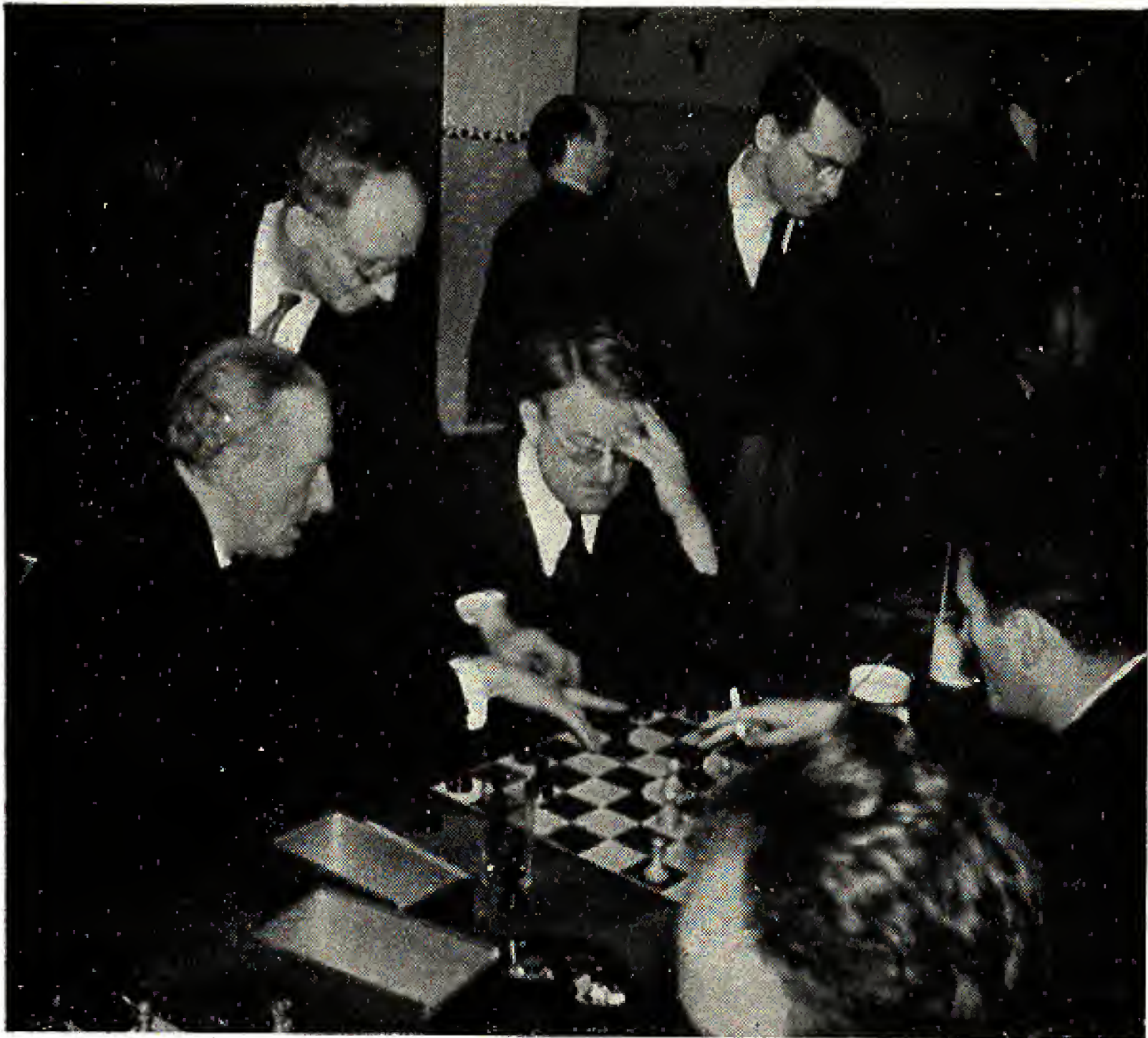
15 P-B3

Thus insuring the gain of a Bishop for a Knight—a minimal advantage. But the KP remains backward.

Grandmaster FRANK J. MARSHALL (seated at extreme left) discusses the fifth game of the match with Horowitz (extreme right) and members of the Queens Chess Club during the progress of the game. Note Reshevsky in the background.

Marshall, who attended several of the games, held the U. S. Chess Title for 27 years, retired undefeated in 1936.

—Photo by Kenneth Harkness



16 B-Kt3 Q-Q2
17 KR-Q1 K-R1

Not necessarily temporizing—a check at QB4 or Kt3 might prove fatal to any positive plan.

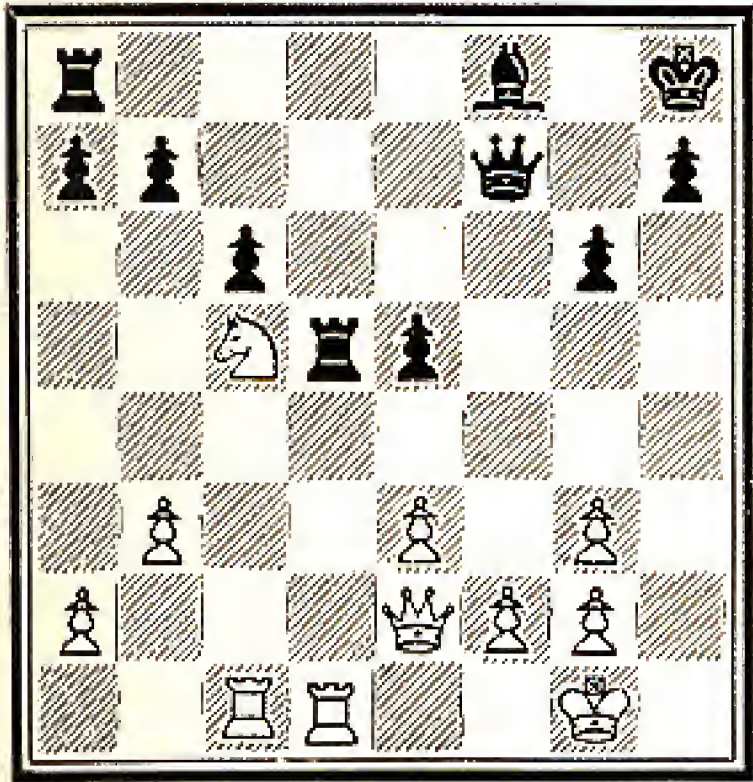
18 Kt-Q2 KtxB
19 RPxKt KR-Q1
20 QR-B1 B-B1
21 Q-B3 B-Kt5

So that . . . P-K3 may be played without jeopardizing the Bishop.

22 Q-B4 BxB
23 QxB P-K3
24 Kt-K4 Q-KB2
25 Kt-B5 P-K4

Isolating the KP without compensation. 25 . . . BxKt would offer better drawing chances.

26 PxP PxP
27 P-Kt3 R-Q4



28 RxR
28 Kt-K4, QR-Q1; 29 R-B1, followed by 30 P-B3, 31 P-KKt4, 32 P-KKt5, 33 K-B2, 34 R-KR1 and

doubling Rooks on the open file would set Black a problem of defense.

In this line the open Q file would serve Black no useful purpose as there is no vulnerable point to attack.

28 PxR
29 Kt-Q3 B-Kt2
30 P-K4

Again isolating the Black KP and fixing it for a target. Here however, the White Kt is not nearly as well posted as at K4.

30 R-Q1
30 P-Q5 would be refuted by 31 R-B5 and a well-timed P-B4.

31 PxP QxP
32 Kt-Kt2 P-K5

At last the Bishop comes into his own.

33 Kt-B4 B-Q5
34 Kt-K3 Q-K4
35 Kt-Kt4

In time pressure White wanders aimlessly around with his Kt. A constructive plan would be P-KKt4, P-Kt3, K-Kt2 and possibly R-KR1 or an entry of the Rook to the seventh rank, whichever is more feasible at the moment.

35 Q-K2

Missing an opportunity to rid himself of the weak Pawn. 35 . . . QxP; 36 QxP, B-Kt3 favors Black.

36 R-K1 R-K1
37 Q-B4 Q-Kt2
38 Q-Q5 P-KR4
39 Kt-K3 B-Kt3
40 Kt-B4

Still harping on the Pawn, which barely manages to survive on account of technical counterthreats.

40 Q-B6!
41 RxP

Otherwise . . . P-K6 would simplify matters.

41 RxR
42 QxR Q-R8ch
43 K-R2 BxP
44 Q-K8ch K-Kt2
45 Q-Q7ch

Chasing rainbows! The precarious position of the White King dictates discretion.

45 K-Kt1
46 Q-B8ch K-R2
47 Q-Q7ch

For if 47 QxPch, K-R3 and White is in a predicament.

47 Q-Kt2
48 Q-K6

The exchange of Queens may prove fatal for White. Black's King would then be in position to make an excursion to the White Q side Pawns, while the White monarch would be involved in removing his fetters.

48 B-Q5
49 Kt-Q6 P-Kt3
50 Kt-K4 K-R3
51 Kt-Q6 K-R2
52 Kt-K4 K-R3
53 Kt-Q6 Draw

The scores of the 10th and 11th games, completely annotated, will appear in the February issue—Ed.



The "Championship Group" of the popular, enterprising Washington Chess Divan in the nation's Capital.

Champions all, most of these players competed in the club's Title Tournament, won by Reuben Fine.

Seated, left to right, are H. Siller, V. L. Eaton, R. Fine, D. H. Mugridge, A. W. Fox. Standing, left to right, are O. Shapiro, M. C. Stark, H. A. Rousseau, W. E. Napier, A. Mengarini, N. P. Wigginton, L. N. Ponce.

Reuben Fine Wins Club Tourney

Competing against a strong field of chess stars, Grandmaster REUBEN FINE won the championship of the WASHINGTON CHESS DIVAN in the club's annual title tournament, concluded on December 22nd.

The final standings were as follows:

| | Rank | W | L | D | Score |
|-----------------------|------|---|---|---|-------|
| Reuben Fine | 1 | 7 | 0 | 0 | 7 —0 |
| Ariel Mengarini . . . | 2-4 | 3 | 2 | 2 | 4 —3 |
| Oscar Shapiro | 2-4 | 3 | 2 | 2 | 4 —3 |
| Martin C. Stark . . . | 2-4 | 3 | 2 | 2 | 4 —3 |
| Henry A. Rousseau . | 5 | 1 | 2 | 4 | 3 —4 |
| Albert W. Fox | 6 | 2 | 4 | 1 | 2½—3½ |
| Vincent L. Eaton . . | 7 | 1 | 4 | 2 | 2 —4 |
| Luis N. Ponce | 8 | 1 | 5 | 1 | 1½—5½ |

As announced last month, Fine won the title before the tourney ended by scoring sufficient wins to clinch first place while the rest of the field battled for the remaining prizes. At the close of play, Mengarini, Shapiro and Stark were tied for 2nd, 3rd and 4th places. Shapiro is a former champion of Massachusetts while Stark and Mengarini have both held the title of D. C. Champion.

Donald H. Mugridge and William E. Napier also entered the event but were forced to withdraw. Mugridge lost to Fine and drew with Ponce but his health did not permit him to continue. Famous internationalist Napier lost to Eaton and to Rousseau and had an adjourned position against Fox. He then became involved in accidents, was unable to play, and later moved to Philadelphia. The Divan officials cancelled his score.

Under the leadership of Club President Mugridge and Secretary Norval P. Wigginton, the Washington Chess Divan is one of the most active and progressive chess clubs in the country today. Many of our strong players are now in Washington, performing war duties, and their presence has given a great stimulus to chess activity in the nation's capital. Quite apart from this, however, the Divan has actively promoted chess and pioneered in methods of arousing and holding the interest of its members.

Some of the games from the Championship Tourney are reproduced on these pages. Not included is the titanic struggle between District Champion V. L. Eaton and International Master A. W. Fox which the latter won on his 161st move! The game lasted 10 hours and 49 minutes.

NIMZOVICH DEFENSE

| R. Fine White | | M. C. Stark Black | |
|------------------|--------|----------------------|---------|
| 1 P-Q4 | Kt-KB3 | 20 B-R1 | B-B3 |
| 2 P-QB4 | P-K3 | 21 P-B4 | Kt-Kt3 |
| 3 Kt-QB3 | B-Kt5 | 22 P-B5 | PxP |
| 4 P-K3 | O-O | 23 RxP | R-Q2 |
| 5 Kt-K2 | P-Q4 | 24 Kt-Q5 | BxB |
| 6 P-QR3 | B-K2 | 25 RxB | Q-Q1 |
| 7 Kt-Kt3 | P-B4 | 26 P-K4 | Kt-K2 |
| 8 PxBP | PxP | 27 RxP | KtxKt |
| 9 Q-B2 | BxP | 28 RxR | QxR |
| 10 BxP | Kt-B3 | 29 PxKt | B-Kt4 |
| 11 O-O | P-QR3 | 30 Q-K6ch | QxQ |
| 12 P-Kt4 | B-K2 | 31 PxQ | K-B1 |
| 13 B-Kt2 | Q-B2 | 32 P-QR4 | B-B3 |
| 14 B-Kt3 | Kt-K4 | 33 R-B1ch | K-K1 |
| 15 Q-K2 | R-Q1 | 34 R-B7 | R-Q1 |
| 16 QKt-K4 | KtxKt | 35 RxKKtP | R-Q6 |
| 17 KtxKt | B-Q2 | 36 B-B2 | R-Q7 |
| 18 QR-B1 | Q-Kt1 | 37 BxP | Resigns |
| 19 Kt-B3 | B-QB3 | | |

CARO-KANN DEFENSE

| R. Fine White | | D. H. Mugridge Black | |
|------------------|---------|-------------------------|---------|
| 1 P-K4 | P-QB3 | 20 P-B3 | KR-B1 |
| 2 P-Q4 | P-Q4 | 21 Q-Q2 | Kt-KB4 |
| 3 P-KB3 | P-K3 | 22 P-Kt4 | P-Q5 |
| 4 Kt-B3 | B-Kt5 | 23 PxKt | PxB |
| 5 P-K5 | P-QB4 | 24 QxP | PxP |
| 6 P-QR3 | PxP | 25 Q-B3 | R-B2 |
| 7 PxB | PxKt | 26 KR-Q1 | P-KKt3 |
| 8 PxP | Q-B2 | 27 P-B4 | QxKtP |
| 9 P-KB4 | Kt-K2 | 28 KR-QKt1 | Q-K2 |
| 10 Kt-B3 | B-Q2 | 29 KtxP | R-Kt1 |
| 11 B-Q3 | QxBPch | 30 Kt-Q6 | RxRch |
| 12 B-Q2 | Q-B2 | 31 RxR | Q-Q1 |
| 13 O-O | Q-Kt3ch | 32 Q-QKt3 | Q-R1ch |
| 14 K-R1 | B-Kt4 | 33 K-Kt1 | Q-B3 |
| 15 BxBch | QxB | 34 Q-QB3 | P-R4 |
| 16 Kt-Q4 | Q-B5 | 35 Q-Q2 | K-R2 |
| 17 B-K3 | O-O | 36 Q-Q5 | Kt-B4 |
| 18 Kt-Kt3 | Kt-R3 | 37 KtxP(B7) | Resigns |
| 19 Kt-R5 | Q-Kt4 | | |

NIMZOVICH DEFENSE

| L. N. Ponce White | | R. Fine Black | |
|----------------------|--------|------------------|----------|
| 1 P-Q4 | Kt-KB3 | 20 RxP | Kt-B5 |
| 2 P-QB4 | P-K3 | 21 R-Q1 | P-KB4 |
| 3 Kt-QB3 | B-Kt5 | 22 PxP | Q-R8ch |
| 4 Q-B2 | Kt-B3 | 23 R-Kt1 | QxPch |
| 5 Kt-B3 | P-Q3 | 24 K-K1 | Kt-Kt7ch |
| 6 P-QR3 | BxKtch | 25 K-Q2 | Q-R3ch |
| 7 PxB | P-K4 | 26 K-K2 | Kt-B5ch |
| 8 P-R3 | P-KR3 | 27 K-K1 | Q-R7 |
| 9 P-K4 | O-O | 28 R-KB1 | Kt-Kt7ch |
| 10 B-Q3 | Kt-R2 | 29 K-K2 | P-K5 |
| 11 O-O | Q-B3 | 30 BxP | QR-K1 |
| 12 B-K3 | BxP | 31 R-KR1 | Q-B5 |
| 13 PxB | QxKt | 32 R-Q4 | RxP |
| 14 K-R2 | Kt-Kt4 | 33 K-Q1 | QxP |
| 15 BxKt | PxB | 34 QxQ | RxQ |
| 16 P-Q5 | Kt-K2 | 35 BxKt | RxB |
| 17 R-KKt1 | Q-B5ch | 36 R-Q2 | RxRch |
| 18 K-Kt2 | Kt-Kt3 | 37 KxR | P-KKt4 |
| 19 K-B1 | Q-R7 | 38 Resigns | |



Donald H. Mugridge, President of the Washington Chess Divan and former District Champion.

SLAV DEFENSE

| R. Fine White | | A. Mengarini Black | |
|------------------|--------|-----------------------|---------|
| 1 P-Q4 | P-Q4 | 14 Q-B2 | B-R4 |
| 2 P-QB4 | P-QB3 | 15 P-KR3 | B-Kt3 |
| 3 Kt-QB3 | Kt-KB3 | 16 BxB | KtxB |
| 4 P-K3 | P-K3 | 17 Kt-Kt6 | R-Q1 |
| 5 Kt-B3 | P-QR3 | 18 P-K4 | PxP |
| 6 P-B5 | QKt-Q2 | 19 KtxP | O-O |
| 7 Kt-QR4 | Q-B2 | 20 Kt-B3 | Kt-R4 |
| 8 B-Q3 | P-K4 | 21 B-K3 | Kt-Kt6 |
| 9 B-B2 | B-K2 | 22 P-Q5 | B-R5 |
| 10 O-O | P-K5 | 23 P-Q6 | Q-Kt1 |
| 11 Kt-Q2 | Kt-B1 | 24 KR-Q1 | QR-K1 |
| 12 P-B3 | PxP | 25 Kt-Q7 | Kt-K5 |
| 13 QxP | B-Kt5 | 26 Q-B2 | Resigns |

SICILIAN DEFENSE

| V. L. Eaton White | | R. Fine Black | |
|----------------------|---------|------------------|----------|
| 1 P-K4 | P-QB4 | 29 R-K2 | R-B5 |
| 2 Kt-KB3 | Kt-QB3 | 30 R-Kt1 | RxRP |
| 3 P-Q4 | PxP | 31 R-Kt7 | R(5)-KB5 |
| 4 KtxP | Kt-B3 | 32 R-R7 | P-R4 |
| 5 Kt-QB3 | P-K4 | 33 PxP | R(5)-B4 |
| 6 KtxKt | KtPxKt | 34 RxP | K-R2 |
| 7 B-QB4 | B-B4 | 35 R-R7 | R-Kt4ch |
| 8 O-O | P-Q3 | 36 K-B1 | R-B5 |
| 9 P-KR3 | B-K3 | 37 R-K6 | R-B5 |
| 10 Q-K2 | O-O | 38 R-K2 | RxRP |
| 11 B-Q3 | Kt-Q2 | 39 R-QB7 | R-R3 |
| 12 B-K3 | Q-R5 | 40 K-K1 | R-B6 |
| 13 BxB | KtxB | 41 R(K2)-K7 | R-Kt3 |
| 14 QR-Q1 | P-QR4 | 42 K-Q2 | RxP |
| 15 P-R4 | QR-Q1 | 43 R-K3 | RxR |
| 16 Q-K3 | P-B4 | 44 KxR | R-K3ch |
| 17 PxP | BxP | 45 K-Q3 | K-R3 |
| 18 BxB | RxB | 46 P-QB4 | PxPch |
| 19 R-Q2 | Q-QKt5 | 47 KxP | R-B3 |
| 20 KR-Q1 | P-Q4 | 48 K-Q4 | RxP |
| 21 P-Kt4 | R(4)-B1 | 49 RxPch | R-B3 |
| 22 QxP | QxKtP | 50 R-B2 | P-Kt4 |
| 23 Q-K3 | Q-Kt5 | 51 K-K3 | K-R4 |
| 24 R-Q4 | Q-Kt1 | 52 R-R2ch | K-Kt5 |
| 25 Q-K7 | Q-Q3 | 53 R-Kt2ch | K-R5 |
| 26 QxQ | RxQ | 54 R-R2ch | K-Kt6 |
| 27 Kt-K4 | KtxKt | 55 Resigns | |
| 28 RxKt | R(3)-B3 | | |



Reuben Fine (left) plays District Champion Vincent L. Eaton in the first round.

CHESS NEWS OF THE MONTH

News has just been received that famous International Master RUDOLF SPIELMANN has died in Stockholm at the age of 59.

• MOSCOW (RUSSIA)

Vassili Smyslov, 21-year old Soviet master, won the Chess Championship of Moscow in a tournament held in Moscow during the first week of December, 1942. Second place went to Isaac Boleslavsky, champion of the Ukraine. Kotov and Lilienthal shared third and fourth places. The tournament was watched with tremendous interest by tens of thousands of chess fans, including Red Army men and commanders.

Smyslov is a third-year student at the Aviation Institute. His chess career has been brief but filled with outstanding achievements. In this tournament he competed against all the leading Soviet masters with the exception of Absolute Champion Botvinnik, who now holds the responsible post of director of the high tension laboratory in one of the largest power stations in the Urals.

• ENGLAND

The British Chess Magazine, commenting on the Army Chess Championship now being conducted in Great Britain, writes:

"The amazing popularity of chess in Russia can be attributed, in great measure, to the fact that, under the auspices of a paternal government, the press and radio are supporting chess in the most whole-hearted manner In the six weeks following the official sanction of an Army Chess Championship (in England—Ed.), there were just over 200 entries Two days before the closing of the lists, the B. B. C. at long last decided to give support to the movement, and a short announcement was made In the two days following this simple broadcast the entries rose with a bound to 304, the final figure!"

Moral: Write your local newspaper and ask for a chess column; write your local radio station and ask for chess news and features.

• NEW YORK

Yale regained the H. Y. P. D. College Chess League Championship by defeating Harvard 4—0 at the Marshall Chess Club on December 20th. The Princeton and Dartmouth teams were not represented. The victorious Yale team consisted of R. Ryder Moss, '44, captain, Philadelphia; William R. Gennert, '44, New Bedford, Mass; Charles E. Gennert, '45, New Bedford Mass; F. Steele Blackall III, '45, W. Woonsocket, R. I. The Yale team then demonstrated its power by playing a 2—2 tie with the Intercollegiate Championship Team of the C. C. N. Y.

City College players retained the championship of the Intercollegiate Chess League in the 7th and final round on December 27th. Although beaten by Cooper Union in the last round, the Lavenders finished with top score of 22-6. Cooper Union was second with 21—7 and Brooklyn College third with 18—10. Teams representing N. Y. U., Columbia, Cornell, N. Y. U. of Washington Square and Yeshiva also competed.

Marcey Hanft of Thomas Jefferson won the individual championship finals of the Interscholastic Chess League. Henry Nattens of De Witt Clinton was runner-up. The games were played at the Marshall C. C. under the direction of Milton L. Hanauer.

A. E. Santasiere is leading with 4—0 in the annual championship tournament of the Marshall Chess Club now in progress. Hanauer is in second place with 2—0. Twelve players are competing.

At the end of the fifth round in the Commercial Chess League matches, Chase National is leading with 5—0. New York Telephone Co. and the Lummus Co. are tied for second and third with 3½—1½ and the New York Times is in fourth place with 3—2. U. S. Champion S. J. Reshevsky is coaching the Lummus Co. team. He works for the company as an accountant.

• NEW JERSEY

The Plainfield C. C. has started the annual championship tournament for the Henry D. Hibbard Cup donated by the late H. D. Hibbard The club is sponsoring the first annual chess tournament for students of North Plainfield and Plainfield High Schools . . . The Union County Chess Tournament will start in the club rooms of the Elizabeth C. C. . . . 1942 Champion Leon Neidisch of Elizabeth will defend his title against Keiser, Krogoll and Mager in a double round robin some time in March.

• CHICAGO

Three of Chicago's leading women chess players took on all comers at the Service Men's Center No. 2 in the Auditorium Hotel on December 6th. Mrs. Nils I. Paulson, holder of the Illinois Women's Championship title, Mrs. Russell Williams, Secretary of the State Chess Association and Mrs. D. F. Wigren of the Chicago Chess and Checker Club played about 40 games against the service men, won the vast majority. The exhibition was well received and well attended. The soldiers got a great kick out of it. The Chicago Sun featured the event in their news columns.

• LOS ANGELES

The Hollywood Chess Group announced that the annual California Open State Championship Tournament was to be held at their headquarters, 108 N. Formosa Ave. from Dec. 25th to January 3rd.

About 64 players are now competing in the Hollywood Open Championship Tournament. Seventeen ladies are playing in the Open Ladies' Tourney and at last reports, Mrs. Roos, formerly of New York, is leading with 14½—1½.

• WASHINGTON, D. C.

The Federal Chess Club's preliminary tournaments are scheduled to end for all finals to commence on January 5th. M. R. Paul, Emile Skraly, Harold Burdge and Charles Karson are playing in the championship finals.

I. S. TUROVER and KURTZ WIMSATT have sponsored ten annual subscriptions to CHESS REVIEW to be sent to the libraries of Army Camps and Hospitals in the Washington area. Their generosity is appreciated by the boys in the camps.



HERMAN HAHLBOHM

Herman Hahlbohm, veteran campaigner and participant in many Western Association and American Chess Federation tournaments, won the title of Chicago Chess Champion in the closing round of the city-wide tourney which was started last Spring under the auspices of the Illinois State Chess Association.

FINAL CHAMPIONSHIP STANDINGS

| | Won | Lost | Drawn | Score |
|--------------------|-----|------|-------|-------|
| Herman Hahlbohm | 6 | 1 | 0 | 6 —1 |
| Samuel Factor | 5 | 1 | 1 | 5½—1½ |
| Lewis J. Isaacs | 4 | 2 | 1 | 4½—2½ |
| Einar Michelson | 4 | 3 | 0 | 4 —3 |
| Samuel Cohen | 3 | 4 | 0 | 3 —4 |
| A. N. Sandrin | 2 | 5 | 0 | 2 —5 |
| Dr. Maurice Silver | 2 | 5 | 0 | 2 —5 |
| Dr. Max Maslovitz | 1 | 6 | 0 | 1 —6 |

Hahlbohm won the title in the last round when he finished his schedule with a victory over Einar Michelson, champion of the Swedish Chess Club, while defending titleholder Samuel Factor was held to a draw in an 82-move battle with Lewis J. Isaacs. This was the only drawn game of the championship finals.

Hahlbohm fully earned the right to bear the title, defeating Factor, Isaacs and Michelson, the three other masters seeded by the tournament committee. The new champion's only loss was to Samuel Cohen in the second round. Ex-champion Factor lost to Hahlbohm, drew with Isaacs, won all his other games. Isaacs lost to Hahlbohm and Sandrin; Michelson lost to the three leaders.

Experience Triumphs Over Youth

Cohen, Sandrin, Silver and Maslovitz entered the finals after surviving preliminary and semi-final tournaments. The competition began last June with 75 entries in eight preliminary sections held in various districts of the city. The section winners then took part in a semi-final round robin from which these four new stars emerged to cross swords with the seeded masters. In the finals, however, experience again won over youth. The younger players relied on book openings and aggressive tactics but found themselves unprepared for end-game maneuvering.

Sponsored by the I. S. C. A. and the Chicago Sun, untiringly promoted by Elbert A. Wagner, Jr., Chess Editor of the Sun and Mrs. Russell J. Williams, secretary of the I. S. C. A., the entire competition was proof of a strong revival of chess interest in Chicago.

Three games from the finals are given in the adjoining column.

Hahlbohm Wins Chicago Title

CARO-KANN DEFENSE

| Michelson White | | Hahlbohm Black |
|--------------------|--------|-------------------|
| 1 P-K4 | P-QB3 | 16 RxB Kt-B4 |
| 2 P-Q4 | P-Q4 | 17 R-KB1 KtxB |
| 3 Kt-QB3 | PxP | 18 BPxKt R-Q2 |
| 4 B-QB4 | Kt-B3 | 19 R-K5 Q-Kt5 |
| 5 B-KKt5 | B-Kt5 | 20 Q-K3 Q-Q5 |
| 6 P-B3 | PxP | 21 QxQ RxQ |
| 7 KtxP | BxKt | 22 R-KKt5 Kt-Q2 |
| 8 QxB | QxP | 23 RxKtP P-B3 |
| 9 B-Kt3 | QKt-Q2 | 24 Kt-K2 R-Q7 |
| 10 R-Q1 | Q-K4ch | 25 Kt-B4 P-K4 |
| 11 B-K3 | P-K3 | 26 Kt-R5 R-K1 |
| 12 O-O | B-B4 | 27 P-KR3 P-K5 |
| 13 KR-K1 | O-O-O | 28 KtxP KtxKt |
| 14 K-R1 | Q-R4 | 29 RxKt P-K6 |
| 15 Q-B4 | BxB | 30 Resigns |

RETI OPENING

| S. Factor White | | Dr. M. Silver Black |
|--------------------|--------|------------------------|
| 1 Kt-KB3 | Kt-KB3 | 19 Kt-K4 BxKt |
| 2 P-B4 | P-K3 | 20 QxB R-Q1 |
| 3 P-KKt3 | P-B3 | 21 KR-Q1 BxKtP |
| 4 B-Kt2 | P-Q4 | 22 RxRch KxR |
| 5 O-O | QKt-Q2 | 23 RxB Q-Kt5 |
| 6 P-Q4 | B-Q3 | 24 Q-B2 Q-Q2 |
| 7 Kt-B3 | PxP | 25 R-Kt4 B-B6 |
| 8 P-K4 | P-K4 | 26 R-Kt1 B-Q5 |
| 9 B-Kt5 | P-KR3 | 27 BxP Q-Kt5 |
| 10 PxP | QKtxP | 28 B-Kt2 QxP |
| 11 KtxKt | BxKt | 29 R-Q1 RxB |
| 12 BxKt | QxB | 30 QxR K-K1 |
| 13 R-B1 | P-KKt4 | 31 P-K6 PxP |
| 14 P-B4 | PxP | 32 R-KB1 Q-Kt4 |
| 15 PxP | B-Q5ch | 33 QxP Q-Q4ch |
| 16 K-R1 | R-KKt1 | 34 QxQ PxQ |
| 17 P-K5 | Q-Kt2 | 35 R-Q1 B-Kt3 |
| 18 Q-B3 | B-KB4 | 36 RxB and White won |

GIUOCO PIANO

| E. Michelson White | | L. Isaacs Black |
|-----------------------|-----------|--------------------|
| 1 P-K4 | P-K4 | 21 Q-K4 P-B4 |
| 2 Kt-KB3 | Kt-QB3 | 22 Q-Kt1 PxP |
| 3 B-B4 | B-B4 | 23 PxP QR-Q1 |
| 4 P-B3 | P-Q3 | 24 P-Q6 Kt(R4)-B3 |
| 5 P-Q4 | PxP | 25 R-K1 B-R4 |
| 6 PxP | B-Kt3 | 26 R-K3 B-Q7 |
| 7 Kt-Kt5 | Kt-R3 | 27 R-R3 P-Kt5 |
| 8 B-K3 | O-O | 28 R-R4 P-QKt4 |
| 9 O-O | Kt-KKt5 | 29 Q-Q1 PxR |
| 10 P-KR3 | KtxB | 30 QxB KR-K1 |
| 11 Q-R5 | QxKt | 31 R-K1 R-K3 |
| 12 QxQ | KtxB | 32 Q-KB4 P-B6 |
| 13 Q-Kt5 | Kt(B5)-R4 | 33 PxP PxP |
| 14 P-Q5 | Kt-Q5 | 34 P-Kt4 PxP |
| 15 Q-Q3 | P-QB4 | 35 R-KB1 P-R3 |
| 16 Kt-B3 | B-Q2 | 36 Q-B7ch K-R1 |
| 17 K-R1 | P-QR3 | 37 R-B1 KtxP |
| 18 P-B4 | B-Kt4 | 38 Q-B7 R-Q2 |
| 19 KtxB | PxKt | Resigns |
| 20 P-K5 | P-B5 | |

PLAY THE MASTERS

CHESS REVIEW'S POPULAR "SOLITAIRE CHESS" GAME

Instructions

With a slip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (Black's seventh).

Study the position and select White's reply. Write down your selection. Then expose the next line and see the move White actually made (at the left). Score par if you picked this move. If not, score zero, and make the correct White move on your board.

Make Black's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

This game is from the Hastings Christmas Tournament of 1931-32. The opening used is the Tarrasch Defense to the Queen's Gambit Declined, in rather a novel form. The game may be found, with exhaustive notes, in Euwe's excellent collection "From My Games."

Notes refer to White moves.

9th: This Pawn sacrifice is more enterprising than 9 KtxKt, PxKt; 10 QxP, when Black has a fair game.

12th: We now see that the object of the Pawn sacrifice was to obtain a nice two-Bishop game plus a lead in development.

13th: Not 13 BxP, R-Q1 and Black stands well. Continued development is the watchword for White.

15th: Not 15 BxP? Kt-Q5! Black cannot answer the text with 15 . . . P-Q5; 16 Q-Kt5, R-Q3 because of 17 BxP!

17th: 17 BxP leads to Bishops of opposite color.

23rd: If now 23 . . . Q-K5ch; 24 P-B3, Q-K6; 25 B-B6 winning.

25th: White must still win a Pawn (25 . . . P-QR4; 26 Q-K5!).

29th: Intending to advance the Pawn to R6 with an easy win.

36th: If now 36 . . . B-B4; 37 Q-K8ch, K-Kt2; 38 Q-K5ch wins.

39th: Threatens QxBch!

41st: 41 P-R5? B-Kt5ch; 42 QxB? RxQ; 43 KxR, PxPch and Black draws because of his King's position!

42nd: Waiting for 42 . . . R-Kt5ch; 43 QxR, BxQ; 44 P-R6! wins. But Black has had enough.

If you are interested in seeing how a World Champion acquires a positional advantage, and what use he makes of it, you can compare your ability to pick the right moves with the straightforward methods characteristic of Dr. Euwe's style.

You have WHITE and your partner is Dr. Euwe; your opponent is the Swedish master G. Stoltz. Study Black's moves carefully before making up your mind as to the best way to answer them.

Get out your board and pieces—or your pocket set—and see what score you can make.

Make These Opening Moves

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, P-QB4; 4 BPxP, KPxP; 5 Kt-B3, Kt-QB3; 6 P-KKt3, Kt-B3; 7 B-Kt2. Now continue with the moves in the box below.

| White Played | Par Score | Black Played | Your Selection for White's move | Your Score |
|--------------------|-----------|-----------------------|---------------------------------|------------|
| | | 7 B—Kt5 | ----- | ----- |
| 8 Kt—K5! ----- | 3 | 8 P x P | ----- | ----- |
| 9 Kt x B! ----- | 4 | 9 P x Kt | ----- | ----- |
| 10 Kt x Ktch ----- | 2 | 10 Q x Kt | ----- | ----- |
| 11 P x P ----- | 1 | 11 Q x QBPch | ----- | ----- |
| 12 B—Q2 ----- | 1 | 12 Q—B3 | ----- | ----- |
| 13 O—O! ----- | 3 | 13 R—Q1 | ----- | ----- |
| 14 Q—Kt3 ----- | 3 | 14 P—QKt3 | ----- | ----- |
| 15 B—QB3! ----- | 3 | 15 Q—Kt3 | ----- | ----- |
| 16 BxQP ----- | 2 | 16 B—B4 | ----- | ----- |
| 17 BxKtch ----- | 5 | 17 Q x B | ----- | ----- |
| 18 BxP ----- | 1 | 18 KR—Kt1 | ----- | ----- |
| 19 Q—QB3 ----- | 3 | 19 Q—K3 | ----- | ----- |
| 20 QR—Q1! ----- | 5 | 20 R x R | ----- | ----- |
| 21 R x R ----- | 1 | 21 Q x KP | ----- | ----- |
| 22 R—Q2! ----- | 3 | 22 Q—K8ch | ----- | ----- |
| 23 K—Kt2 ----- | 1 | 23 R x B | ----- | ----- |
| 24 R—Q8ch ----- | 1 | 24 K x R | ----- | ----- |
| 25 Q x Q ----- | 1 | 25 R—Kt3 | ----- | ----- |
| 26 Q—K4! ----- | 5 | 26 P—KR3 | ----- | ----- |
| 27 Q—R8ch ----- | 2 | 27 K—K2 | ----- | ----- |
| 28 Q x Pch ----- | 1 | 28 K—B1 | ----- | ----- |
| 29 P—QR4 ----- | 4 | 29 B—Kt5 | ----- | ----- |
| 30 Q—Kt8ch ----- | 2 | 30 K—Kt2 | ----- | ----- |
| 31 Q—K5ch ----- | 2 | 31 K—Kt1 | ----- | ----- |
| 32 P—B4 ----- | 3 | 32 R—K3 | ----- | ----- |
| 33 Q—Kt5 ----- | 3 | 33 B—B1 | ----- | ----- |
| 34 P—B5 ----- | 2 | 34 R—Q3 | ----- | ----- |
| 35 K—B3 ----- | 3 | 35 R—Q5 | ----- | ----- |
| 36 K—K3 ----- | 3 | 36 R—QKt5 | ----- | ----- |
| 37 Q—K8 ----- | 2 | 37 K—Kt2 | ----- | ----- |
| 38 K—Q3 ----- | 3 | 38 K—Kt1 | ----- | ----- |
| 39 K—B3 ----- | 4 | 39 R—Kt5 | ----- | ----- |
| 40 Q—Kt5 ----- | 4 | 40 B—B4 | ----- | ----- |
| 41 K—Kt3! ----- | 7 | 41 K—Kt2 | ----- | ----- |
| 42 P—R5! ----- | 7 | Resigns | ----- | ----- |
| Total Score ----- | | Your Percentage ----- | | |
| ----- | | ----- | | |

The Immortal Games of CAPABLANCA

by *Fred Reinfeld*

The articles in this series, and the accompanying games, are excerpts from Reinfeld's new book of the same title, published last month by Horowitz and Harkness, New York.

PART V

EX-CHAMPION (1927-1942)

In the very act of achieving his splendid victory at the Sextangular Tournament in New York, 1927, Capablanca had revealed weak points in his armor which were to prove his undoing before the year was out.

Before the 1927 match for the title took place, not a single commentator considered the possibility that Capablanca could lose the match. Some speculated that Alekhine might win a game or two, but that was the limit of their expectations. After all, the Russian had never managed to come out victorious

in one single encounter with Capablanca, and had five losses to show for his pains. It is therefore easy to imagine the sensation created by Capablanca's loss of the title.

And yet, as one looks back at the match, what else could have been the result? The challenger was at least as equally gifted as the champion in respect of ability. But as regards ambition, willingness to study, capacity for concentration, intensity of love for the game, Alekhine was unrivalled. For years, Capablanca had not bothered to prepare for even the most serious tests; he had always shirked the chore of studying the fine points of opening theory; what did not come easily to him, did not come to him at all. And so he was to discover, in the bitter phrase of Anderssen after his match with Morphy, that one cannot keep chess ability intact in a glass case.

With the loss of the title, Capablanca's best years were over. He was now a master like the other masters, one of many fighting for glory. He had ups and downs, periods in which he approached the



Players in the famous International Masters' Tournament at Nottingham, 1936. Capablanca tied with Botvinnik for first prize. Standing (left to right): R. Fine, S. Tartakower, M. Vidmar, E. D. Bogolyubof, T. H. Tylor, C. H. O'D. Alexander, S. Flohr, S. Reshevsky, M. Botvinnik, A. J. Mackenzie (Tourn. Dir.). Seated (left to right): Sir G. A. Thomas, Dr. E. Lasker, J. R. Capablanca, J. N. Derbyshire (Patron), Mrs. Derbyshire, M. Euwe, A. Alekhine, W. Winter.



Capablanca (right) inaugurates the "Club de Ajedrez Capablanca" at Pinar del Rio, Cuba, on March 19th, 1941. In the center (next to Capablanca) is Dr. Antonio Barreras, President of the club. Others are not identified.

Shortly after this picture was taken Capablanca came to New York in a final but unsuccessful attempt to arrange a return match with Alekhine. On March 7th, 1942, he was stricken at the Manhattan Chess Club and died the following day.

play of his best years, and at other times there were lapses that left him unrecognizable. Thus in the great tournament at Carlsbad in 1929, he turned out masterpieces with almost mass-production frequency; yet he put a piece *en prise* against Saemisch on the ninth move! He scored some notable successes during this period, it is true: at Berlin in 1928, when he achieved an easy victory in a double round tourney with Nimzovich, Spielmann, Rubinstein, Reti, Tartakover and Marshall; again at Moscow in 1936 in a similar tournament, where he had the pleasure of coming ahead of Botvinnik and Dr. Lasker among others; and most pleasing triumph of all, when he divided first prize in the great Nottingham Tournament with Botvinnik, ahead of three World Champions and a flock of contenders!

What is important for the rest of us, however, is that Capablanca at all times remained a master of the first rank, and that he produced many fine games which will continue to delight chess players for generations to come. In such books as the present one, old rivalries and controversies fade into their true perspectives of unimportance as we study the lifework of a great artist and a great chess master like Jose Raoul Capablanca.

EDITOR'S NOTE: This concludes the series of excerpts from Reinfeld's new book "The Immortal Games of Capablanca."

In the adjoining column we reprint, from this volume, Capablanca's remarkable Tournament record. In 36 tournaments, the great Cuban played a total of 471 games, lost only 26! In addition, Capablanca played 102 games in six individual matches, winning 26, losing 9 and drawing 67 games.

Capablanca's Tournament Record

| | Rank | Won | Lost | Drawn | Total |
|----------------------|------|-----|------|-------|-------|
| New York State, 1910 | 1 | 7 | 0 | 0 | 7 |
| New York, 1911 | 2 | 8 | 1 | 3 | 12 |
| San Sebastian, 1911 | 1 | 6 | 1 | 7 | 14 |
| New York, 1913 | 1 | 10 | 1 | 2 | 13 |
| Havana, 1913 | 2 | 8 | 2 | 4 | 14 |
| New York, 1913 | 1 | 13 | 0 | 0 | 13 |
| St. Petersburg, 1914 | 2 | 10 | 2 | 6 | 18 |
| New York, 1915 | 1 | 12 | 0 | 2 | 14 |
| New York, 1916 | 1 | 12 | 1 | 4 | 17 |
| New York, 1918 | 1 | 9 | 0 | 3 | 12 |
| Hastings, 1919 | 1 | 10 | 0 | 1 | 11 |
| London, 1922 | 1 | 11 | 0 | 4 | 15 |
| New York, 1924 | 2 | 10 | 1 | 9 | 20 |
| Moscow, 1925 | 3 | 9 | 2 | 9 | 20 |
| Lake Hopatcong, 1926 | 1 | 4 | 0 | 4 | 8 |
| New York, 1927 | 1 | 8 | 0 | 12 | 20 |
| Bad Kissingen, 1928 | 2 | 4 | 1 | 6 | 11 |
| Berlin, 1928 | 1 | 5 | 0 | 7 | 12 |
| Budapest, 1928 | 1 | 5 | 0 | 4 | 9 |
| Carlsbad, 1929 | 2-3 | 10 | 2 | 9 | 21 |
| Ramsgate, 1929 | 1 | 4 | 0 | 3 | 7 |
| Barcelona, 1929 | 1 | 13 | 0 | 1 | 14 |
| Budapest, 1929 | 1 | 8 | 0 | 5 | 13 |
| Hastings, 1930-31 | 2 | 5 | 1 | 3 | 9 |
| New York, 1931 | 1 | 9 | 0 | 2 | 11 |
| Hastings, 1934-35 | 4 | 4 | 2 | 3 | 9 |
| Moscow, 1935 | 4 | 7 | 2 | 10 | 19 |
| Margate, 1935 | 2 | 6 | 1 | 2 | 9 |
| Margate, 1936 | 2 | 5 | 0 | 4 | 9 |
| Moscow, 1936 | 1 | 8 | 0 | 10 | 18 |
| Nottingham, 1936 | 1-2 | 7 | 1 | 6 | 14 |
| Semmering, 1937 | 3-4 | 2 | 1 | 11 | 14 |
| Paris, 1938 | 1 | 6 | 0 | 4 | 10 |
| Avro, 1938 | 7 | 2 | 4 | 8 | 14 |
| Margate, 1939 | 2-3 | 4 | 0 | 5 | 9 |
| Buenos Aires, 1939 | - | 6 | 0 | 5 | 11 |
| | | 267 | 26 | 178 | 471 |

"It's a MUST Book!"

—writes H. R. BIGELOW
in the NEW YORK POST

Reviewing "The Immortal Games of Capablanca" in the *New York Post* on December 14th, H. R. Bigelow wrote:

"Author Reinfeld has compiled an excellent biography and a comprehensive record of the Cuban's magnificent accomplishments in the arena of national and international competition together with his brief, but splendid showing in individual matches.

"There are 113 copiously and carefully annotated games, all profusely illustrated with diagrams of the critical positions.

"It is somewhat difficult to enumerate the outstanding gems when there are so many, for each encounter points out some lesson, or stresses some brilliant handling of a difficult playing problem. There are, naturally, many old favorites, but there are also many of the lesser known victories—games which deserve world-wide recognition.

"The titanic battles with Dr. Emanuel Lasker are illustrated by the 10th and 11th games of their match for the world's championship in 1921 (Nos. 41 and 42). Then Capa's great victory over that same foe in New York in 1924 (No. 50). There is the remarkable 22nd game of the match with Dr. Alekhine in 1927, an encounter which ended in a draw after the most amazing combinations and counter-combinations (No. 66).

"The gyrating White Knights in the Capablanca-Yates encounter in New York in 1924 (No. 48) have been universally admired as one of the finest examples of chess cavalry in action. Then these two opponents are seen again in No. 87, Barcelona, 1929, a remarkable fighting game which the loser admired so much that he included it among the collection of his own best games!

"The two meetings with Dr. Tartakower in 1924, New York, are here to delight. The first finds Capa defending an unusual King's Gambit (No. 51) with a diagram just before the ninth turn when Black's subtle Knight move suddenly changed the entire aspect of the attack! In the second (No. 47) we witness with bated breath the onrush of the White King—of all pieces—to take part in the final onslaught.

"Dr. Bernstein, Bogoljubow, Dr. Euwe, Fine, Marshall, Reshevsky, Reti, Rubinstein, Spielmann, Dr. Tarrasch and a host of other world-famous masters are also to be found matching their wits and their combinations with the almost invincible Cuban. And finally, the book comes to its conclusion with a hair-raising game with M. Czerniak from the Buenos Aires Team Tournament of 1939, in which both players gave of their best and traded heavy blows, asking no favors and giving none. . . . A 'Must' book!"

Just Published!

The Immortal Games of CAPABLANCA

by FRED REINFELD

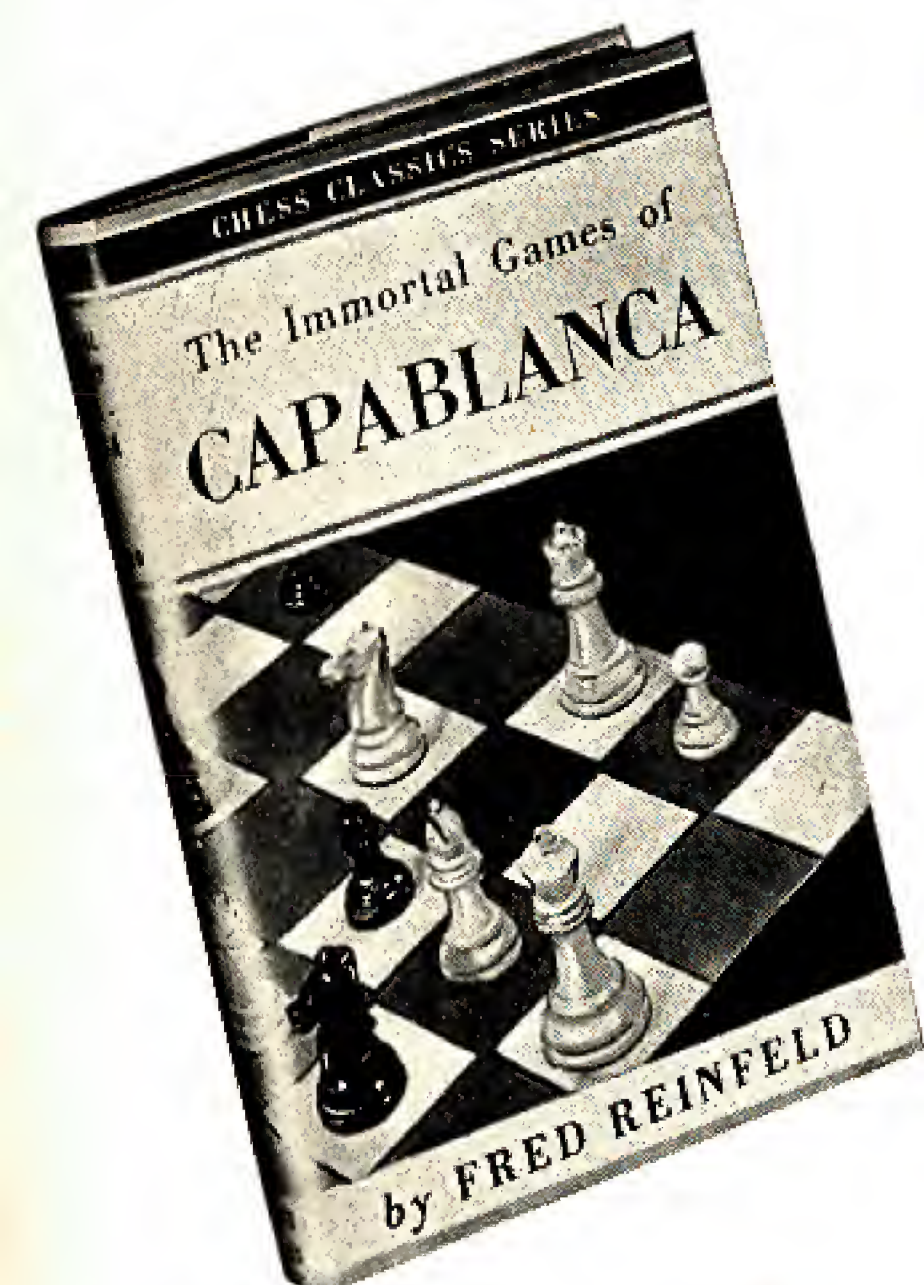
Just off the press, this new and distinguished addition to the CHESS CLASSICS Series contains the complete biography of Jose R. Capablanca and 113 of his choicest masterpieces, with thorough and highly instructive annotations.

For the first time, the best games of the great Capablanca, in all periods of his career, are compiled in this one volume.

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113 Games
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Chess Thrillers by Irving Chernev

In this series Mr. Chernev presents a selection of extraordinary games culled from his famous chess library. This month all the games involve Queen sacrifices—Ed.

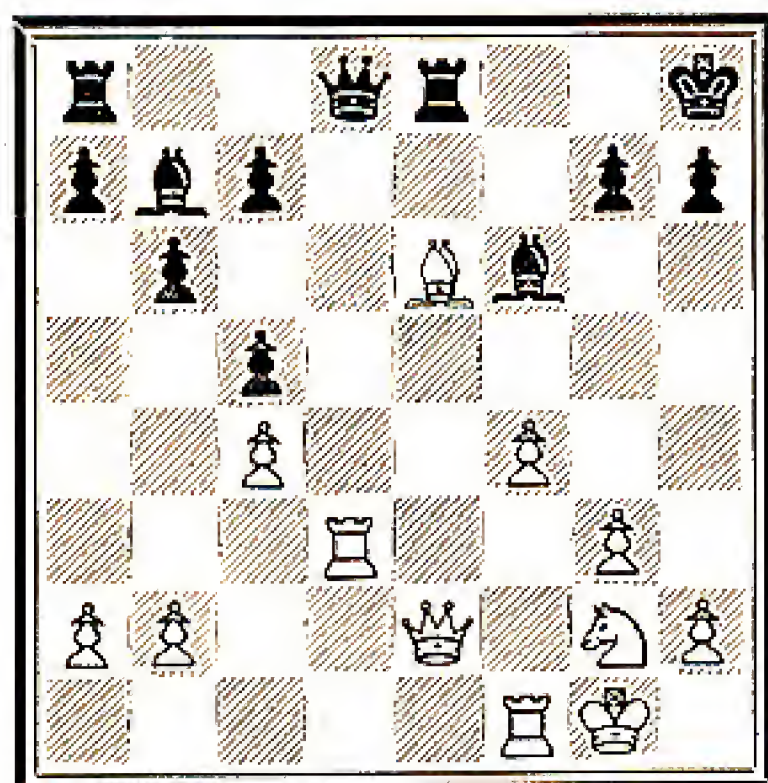
Rotterdam, 1940.

QUEEN'S INDIAN DEFENSE

Keres' genius shows itself in this beautiful game wherein he sacrifices his Queen against an ex-world champion and wins brilliantly!

Euwe Keres

| White | Black |
|-----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-KB3 | P-QKt3 |
| 4 P-KKt3 | B-Kt2 |
| 5 B-Kt2 | B-K2 |
| 6 O-O | O-O |
| 7 Kt-B3 | Kt-K5 |
| 8 Q-B2 | KtxKt |
| 9 QxKt | P-Q3 |
| 10 Q-B2 | P-KB4 |
| 11 Kt-K1 | Q-B1! |
| 12 P-K4 | Kt-Q2 |
| 13 P-Q5 | BPxP |
| 14 QxP | Kt-B4 |
| 15 Q-K2 | B-KB3 |
| 16 B-R3 | R-K1 |
| 17 B-K3 | Q-Q1 |
| 18 BxKt | PxP |
| 19 B-K6ch | K-R1 |
| 20 R-Q1 | QPxB |
| 21 Kt-Kt2 | P-Q5 |
| 22 P-B4 | P-Q6! |
| 23 RxP | |



| | |
|--------------|---------|
| 23 | QxR!! |
| 24 QxQ | B-Q5ch |
| 25 R-B2 | RxB |
| 26 K-B1 | QR-K1 |
| 27 P-B5 | R-K4 |
| 28 P-B6 | PxP |
| 29 R-Q2 | B-B1 |
| 30 Kt-B4 | R-K6 |
| 31 Q-Kt1 | R-B6ch |
| 32 K-Kt2 | RxKt! |
| 33 PxR | R-Kt1ch |
| 34 K-B3 | B-Kt5ch |
| 35 K-K4 | R-K1ch |
| 36 K-Q5 | B-B6ch |

and mates next move.

New Orleans, 1920.

PHILIDOR'S DEFENSE

This game ranks with the most brilliant ever produced in the whole history of chess!

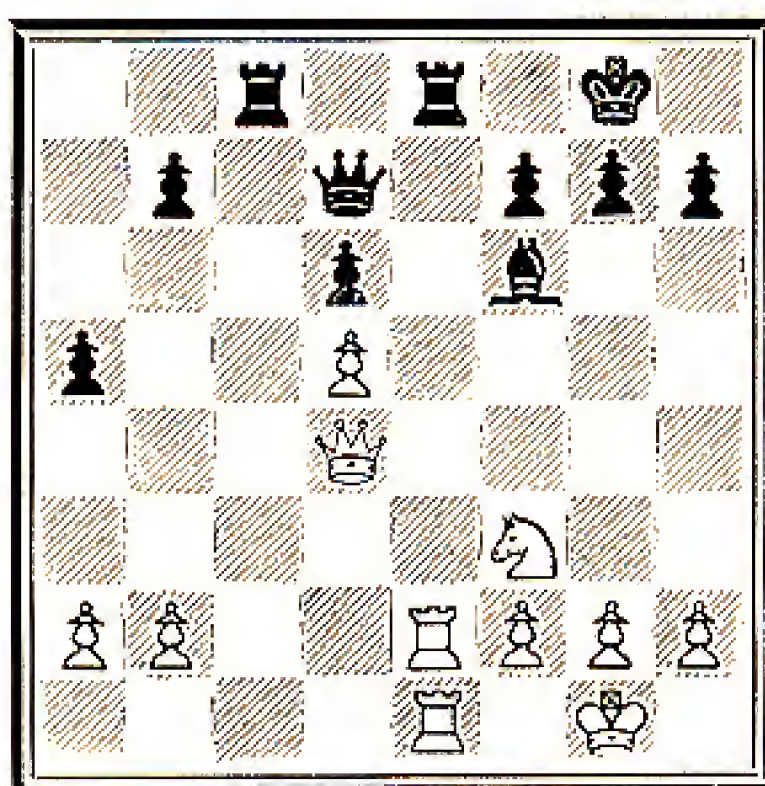
The White Queen is offered for sacrifice six times in succession and must be refused each time on pain of checkmate!

E. Z. Adams

Torre

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | P-Q3 |
| 3 P-Q4 | PxP |
| 4 QxP | Kt-QB3 |
| 5 B-QKt5 | B-Q2 |
| 6 BxKt | BxB |
| 7 Kt-B3 | Kt-B3 |
| 8 O-O | B-K2 |
| 9 Kt-Q5 | BxKt |
| 10 PxP | O-O |
| 11 B-Kt5 | P-B3 |
| 12 P-B4 | PxP |
| 13 PxP | R-K1 |
| 14 KR-K1 | P-QR4 |
| 15 R-K2 | QR-B1 |
| 16 QR-K1 | Q-Q2 |
| 17 BxKt! | BxB |

If 17 PxP; 18 RxB, RxB; 19 RxR, QxR; 20 Q-Kt4ch followed by 21 QxR wins for White.



18 Q-KKt4!!

The Queen cannot be captured as 18 QxQ; 19 RxRch, RxR; 20 RxR mates—and the Queen must stay on the diagonal Q2-QR5.

| | |
|--------------|-------|
| 18 | Q-Kt4 |
| 19 Q-QB4!! | Q-Q2 |

All sacrifices must be refused and the Queen must stay on the diagonal:

| | |
|-----------|-------|
| 20 Q-B7!! | Q-Kt4 |
|-----------|-------|

The same note applies here.

| | |
|------------|------|
| 21 P-QR4!! | QxRP |
|------------|------|

And here, too.

| | |
|-----------|-------|
| 22 R-K4!! | Q-Kt4 |
|-----------|-------|

As well as here.

| | |
|------------|-------|
| 23 QxKtP!! | |
|------------|-------|

And now that no sacrifices can

be accepted (for instance, 23 RxR; 24 QxRch, Q-K1; 25 QxQch, RxQ; 26 RxR mate) and as the Black Queen can now be captured on all four squares of the vital diagonal, therefore:

Black Resigns.

Frankfort, 1930

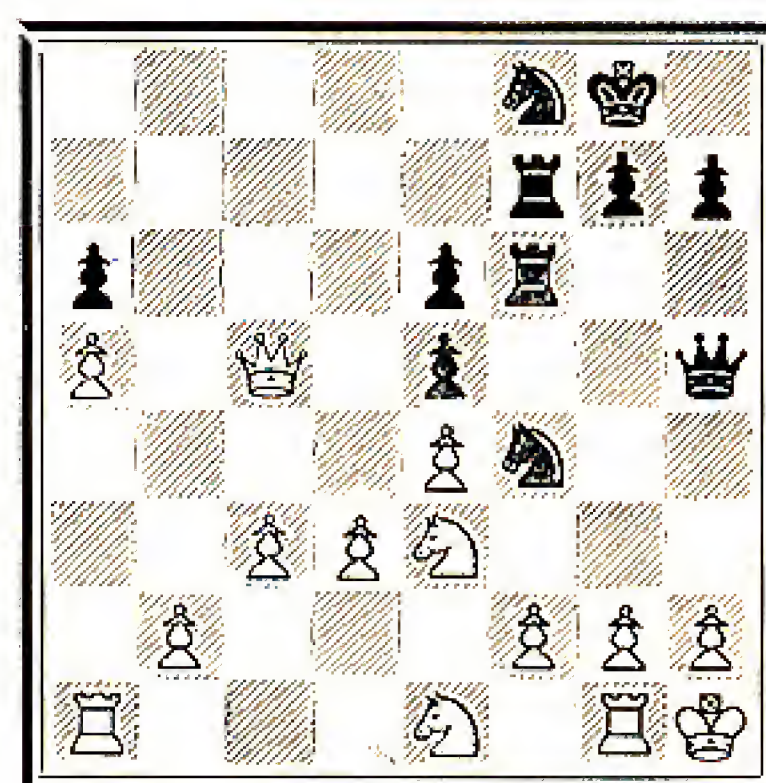
RUY LOPEZ

How is one to draw the line when amateurs play like masters?

Hermann

Hussong

| White | Black |
|-----------|----------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-B4 | Kt-B3 |
| 5 P-Q3 | B-B4 |
| 6 B-K3 | P-Q3 |
| 7 QKt-Q2 | B-K3 |
| 8 B(B4)xP | PxB |
| 9 BxB | PxB |
| 10 Kt-B4 | Kt-Q2 |
| 11 P-QR4 | Q-B3 |
| 12 P-B3 | O-O |
| 13 O-O | QR-Q1 |
| 14 P-R5 | Kt-K2 |
| 15 Q-Kt3 | Kt-KKt3 |
| 16 QxP | Kt-B5 |
| 17 Kt-K1 | Q-Kt4 |
| 18 K-R1 | R-B3 |
| 19 Kt-K3 | R(Q)-KB1 |
| 20 QxBP | R(B1)-B2 |
| 21 Q-B8ch | Kt-B1 |
| 22 QxBP | Q-R4 |
| 23 R-KKt1 | |



| | |
|--------------|---------|
| 23 | QxPch |
| 24 KxQ | R-R3ch |
| 25 K-Kt3 | Kt-K7ch |
| 26 K-Kt4 | R-B3ch |
| 27 K-Kt5 | R-R7 |

The threat is 28 P-R3 mate.

| | |
|-----------|--------|
| 28 QxKtch | KxQ |
| 29 Kt-B3 | P-R3ch |
| 30 K-Kt6 | K-Kt1 |
| 31 KtxR | R-B4! |

Now Black threatens 32 R-Kt4 mate.

| | |
|--------|------------|
| 32 PxR | Kt-B5 mate |
|--------|------------|

A magnificent combination!



P. L. ROTHENBERG
Problem Editor

HAPPY NEW YEAR TO ALL!!

We resume the Solvers' Contest with renewed vigor. The present arrangement calls for a monthly fare up to 20 problems, with ample time (about two months) allowed for submission of solutions. In view of the new schedule, however, solutions to problems will not appear until three months after publication.

Do not forget the Christmas Solving Contest (Nos. 2020-2029, Dec. issue) which is separate from the regular Solvers' Contest. Please note corrections: No. 2024 is a mate in 3, not 2. In No. 2023, add Black Pawn on Black's KB2. Solutions are due Feb. 27th.

This month's crop begins with a cute miniature, No. 2030, which contains more play than is ordinarily expected in such slender positions. The composer, a resident of Cranston, R. I., is a fine chess player and no novice at problems. The two-move miniature, by the way, has been dubbed "gleam" by Richard Cheney, one of my distinguished predecessors as problem editor, whose task achievement in No. 2046 is quite representative of his skill as a problemist.

No. 2031 is dedicated to Cadet Boniface DeBlasio, brother of the composer. We join in wishing Boniface godspeed in the air corps.

No. 2032 is by an enterprising youngster (he's 17!) of Cleveland Heights, Ohio. It is a resetting of C. W. Sheppard's cooked No. 1962 (May '41, CHESS REVIEW). Veteran Composer Sheppard writes, characteristically enough, that "it is much better than the original was intended to be." Concerning No. 2023 Sheppard notes that it is one of his favorite problems on a theme exploited by him in *La Strategie* "some twenty years ago." In Holladay and Sheppard we have a contrast in age and experience, but certainly not in devotion to the art of problem chess.

No. 2035 is by another youngster (also 17) of Nodwood, Ohio. The Buckeye State is thus far leading in youthful talent. Close at heel is California, with Martin Rubin, 15, from Los Angeles, who turns a neat twist in No. 2044.

We recently met the composer of No. 2034 through his exquisite No. 2013 (Nov. issue). No. 2040 is destined, I believe, to prove as amusing as Gabor's motto, "Just a Joke."

We are indebted to Good Neighbor Tasso Motta, of Rio de Janeiro, for No. 2036.

Costikyan's No. 2037 is a study in line openings and closings, whereas Gamage's No. 2038, with some tantalizing tries, is a splendid example of his painstaking care in construction.

Professor Hargreaves, on the faculty of Alabama Polytechnic Institute, takes time off his academic pursuits, to give us No. 2039 which entails clever ambush strategy.

No. 2041 is the second published effort by Lawyer Stearns, whereas Hannay's engaging miniature, No.

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

2042, with excellent key, contains a remarkable variety of play.

If Dr. P. G. Keeney, or anybody else, is in a position to treat us to more of the late Dr. Dobbs' posthumous originals, we shall be truly grateful. No. 2043 is the last on hand.

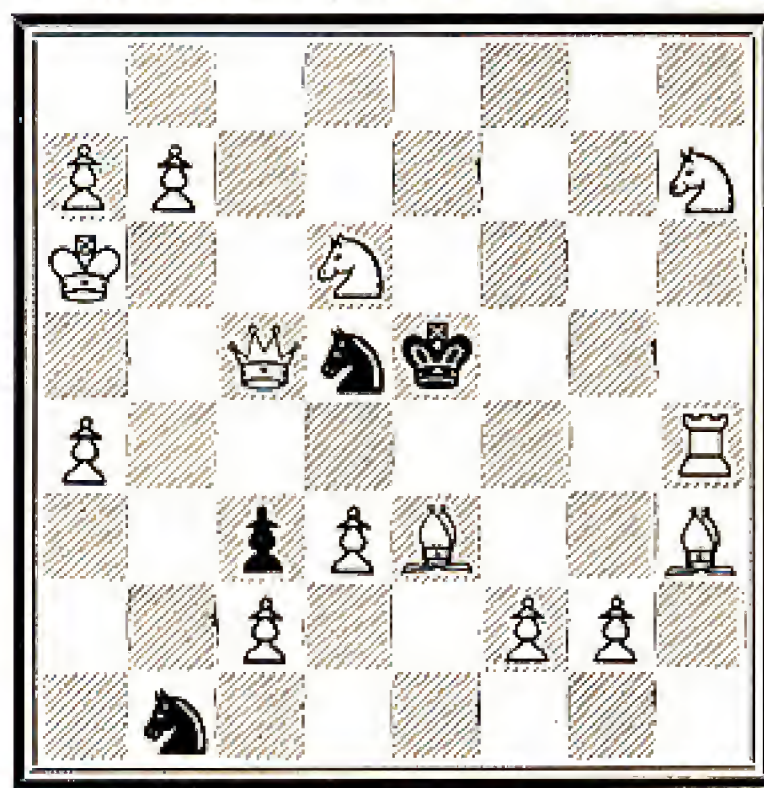
Contributions from W. S. Waterman of San Francisco, composer of No. 2047, are also exhausted. I certainly hope that he will favor us with more problems.

I was delighted to hear from R. C. Beito, who hails from St. Paul. His No. 2045 is a well constructed effort. No. 2048 is the first attempt in CHESS REVIEW by our star solver, Bill Viveiros, who informs me that he hopes to continue chess activities after imminent induction into the armed services.

No. 2049 is a fine example of four-way play, i. e., simultaneous opening and closing of two White and two Black lines. It is dedicated to Alain White. Mott-Smith continues skillfully to demonstrate direct-mate themes in the selfmate. (In the selfmate problem, White, moving first, compels Black to deliver mate to White in the stipulated number of moves.)

A COMEDY OF ERRORS

A wicked fate has befallen Siegfried Heinemann's No. 2019 (Nov. issue). The correct diagram follows: No. 2019 (Amended) by SIEGFRIED HEINEMANN

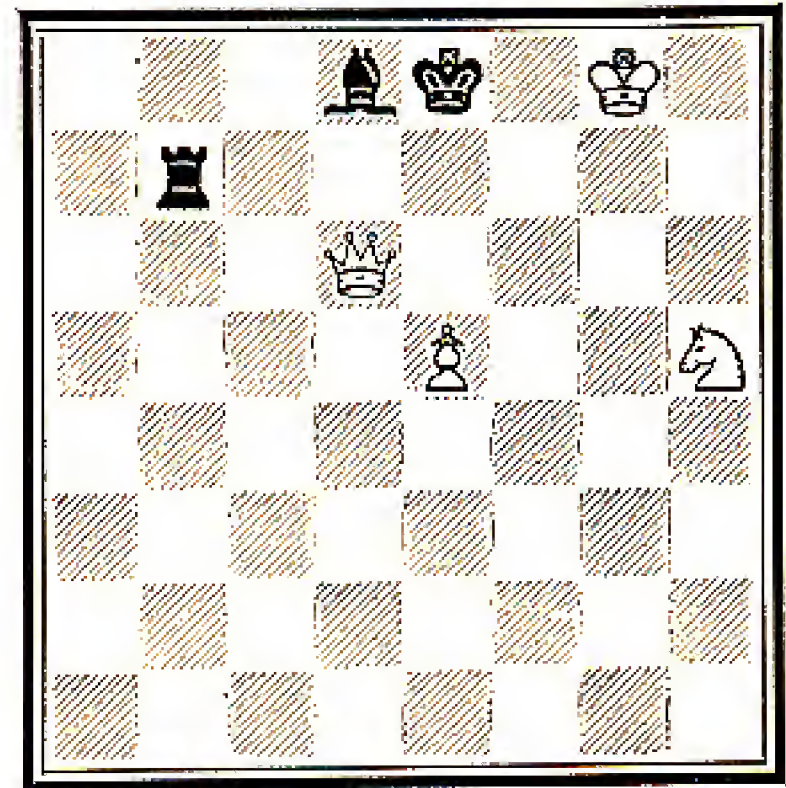


Self-mate in 4

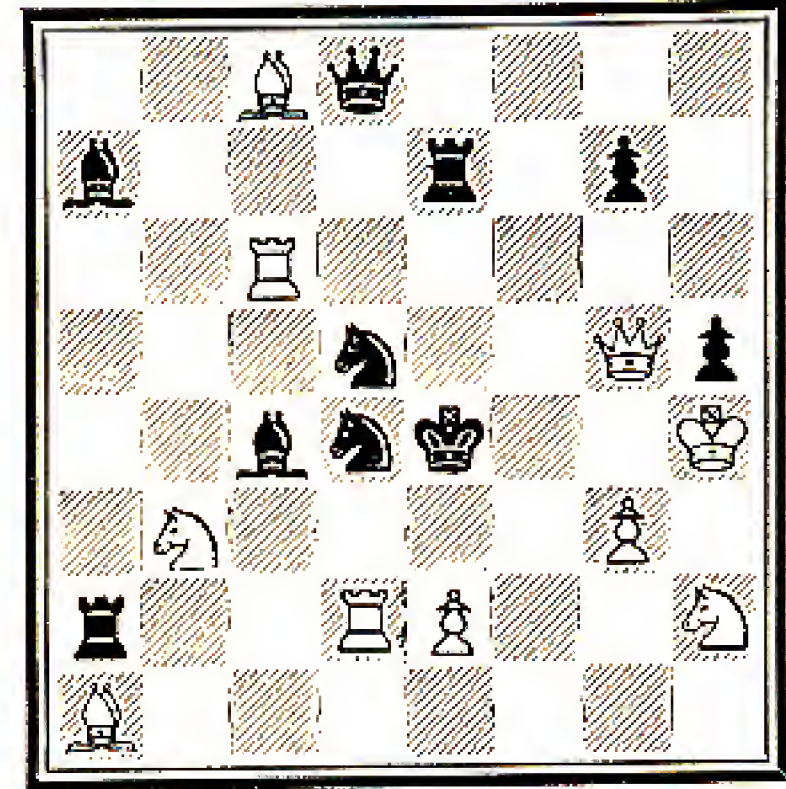
The setting appeared originally without the all-important Bishop on K3. There was no solution. Heinemann promptly sent in a correction, as did a number of solvers. Your editor as promptly decided that the Bishop at K3 could be substituted for the White Pawn at QR7, and such correction appeared in the Dec. issue. Again there was no solution. But that isn't all. Heinemann also decided that the Bishop was properly placed on R7 and he sent me a congratulatory note on the revision, suggesting that I claim credit as a joint composer . . . I have caused the entire confusion, and the least I can do is to offer my apologies to all!

The solution is as follows: 1 R-QKt4, Kt-any; 2 Kt-B4ch, KtxKt; 3 B-B4ch, KxB; 4 Q-B7ch, KtxQ Mate. It is a very neat demonstration of change of pin in the selfmate.

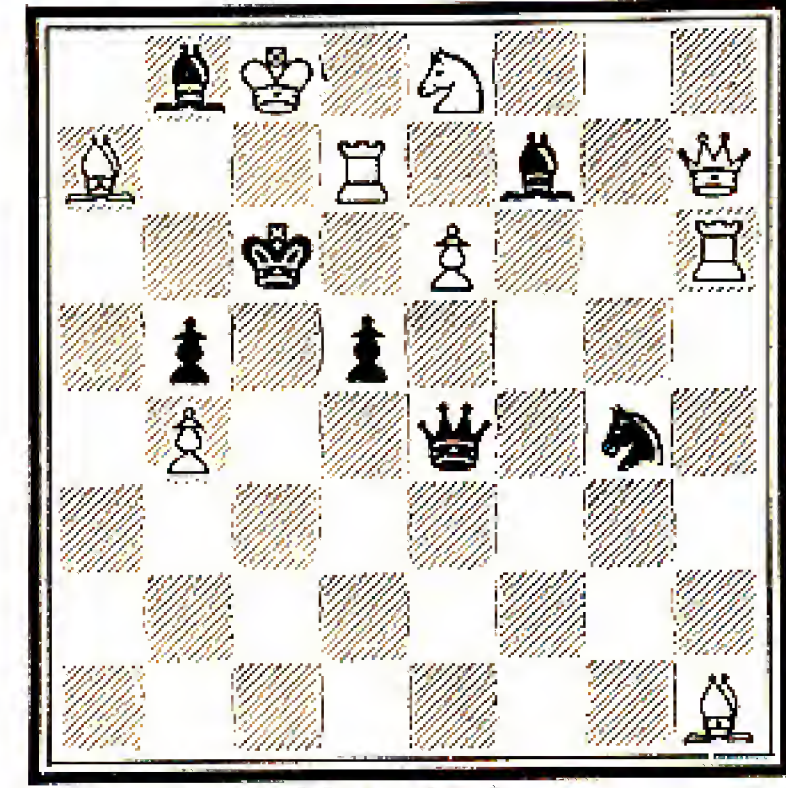
Twenty Original Problems



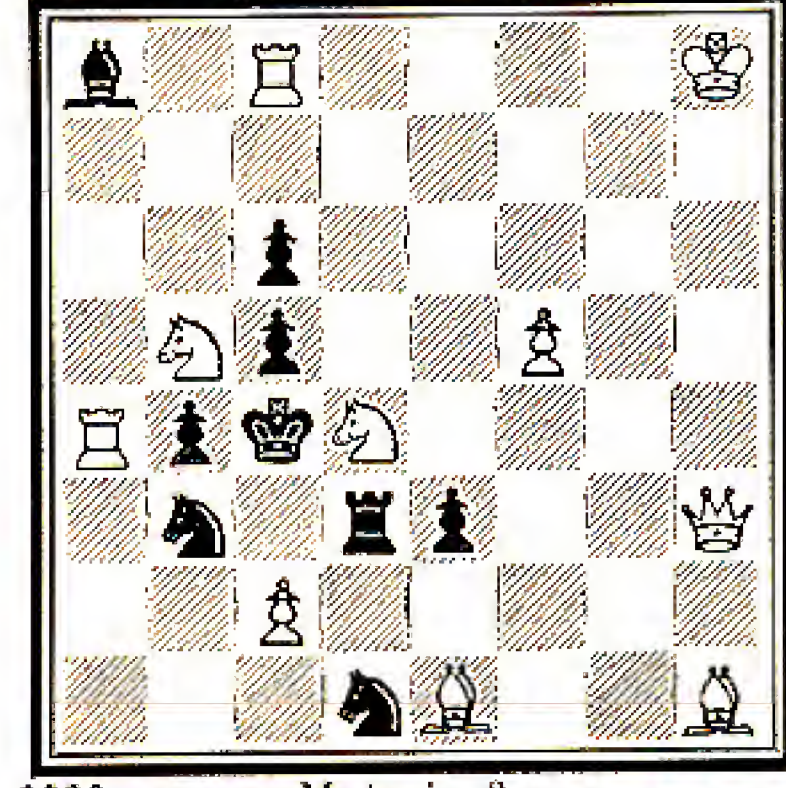
2030 Mate in 2



2031 Mate in 2



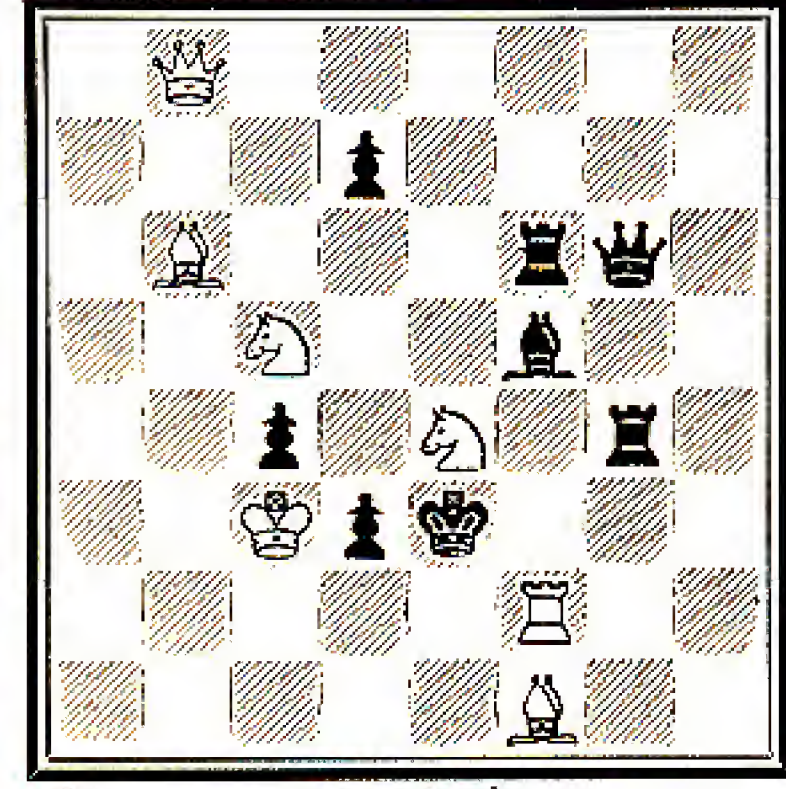
2032 Mate in 2



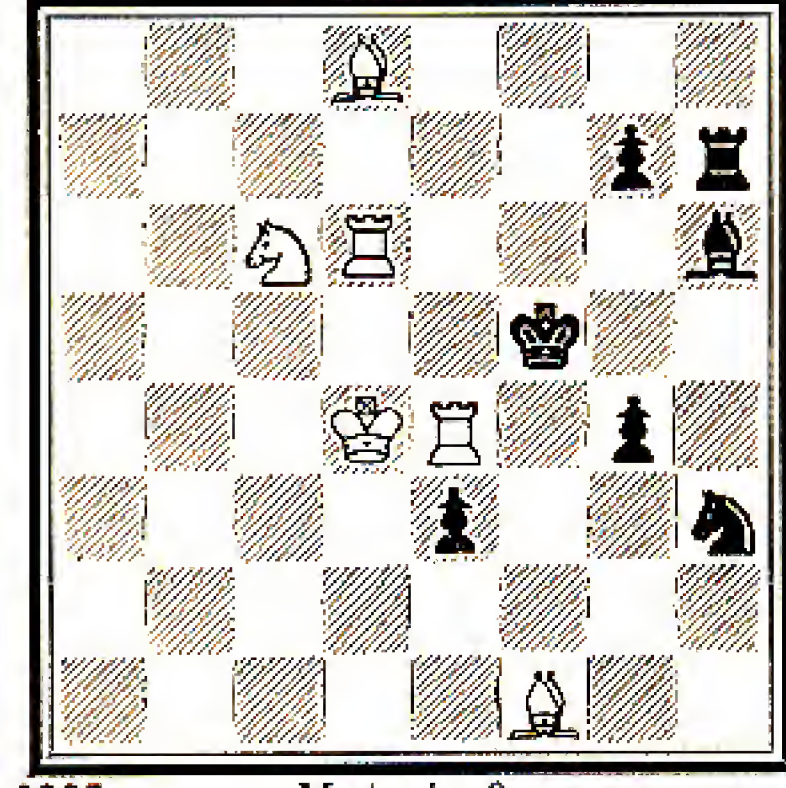
2033 Mate in 2

All problems on these pages are published for the first time. The names of the composers are as follows:

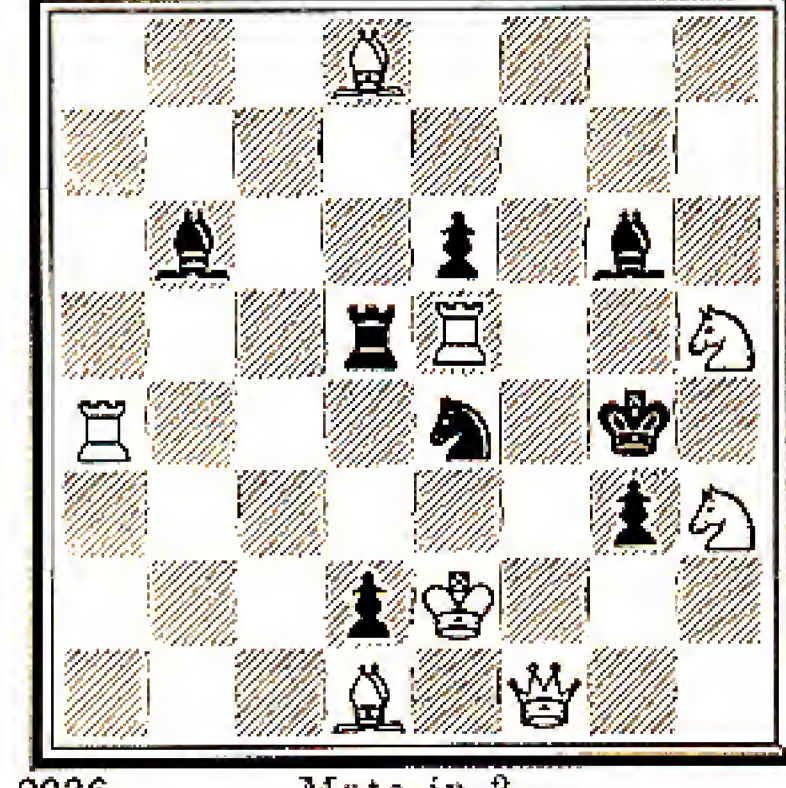
- | | |
|---------------------------------|----------------------------|
| 2030—Walter B. Suesman | 2040—Nicholas Gabor |
| 2031—F. J. C. De Blasio | 2041—Elliot E. Stearns |
| 2032—Edgar Holladay | 2042—J. F. W. Hannay |
| 2033—C. W. Sheppard | 2043—The late Dr. G. Dobbs |
| 2034—Nicholas Gabor | 2044—Martin Rubin |
| 2035—Albert M. Jenkins | 2045—R. C. Beito |
| 2036—Tasso Motta | 2046—Richard Cheney |
| 2037—Simon Costikyan | 2047—W. S. Waterman |
| 2038—Frederick Gamage | 2048—William F. Viveiros |
| 2039—Prof. George W. Hargreaves | 2049—Geoffrey Mott-Smith |



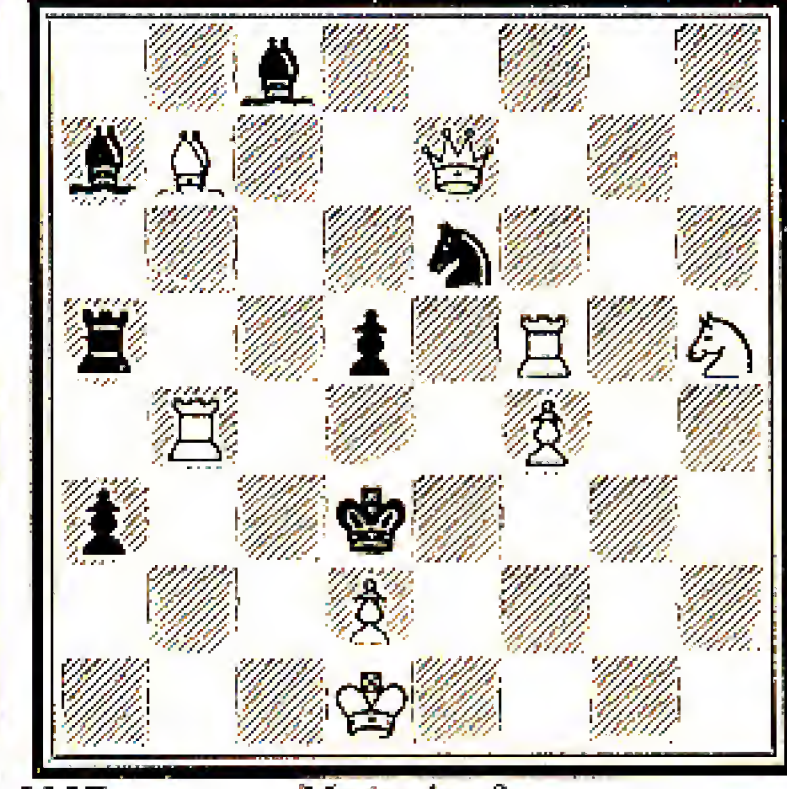
2034 Mate in 2



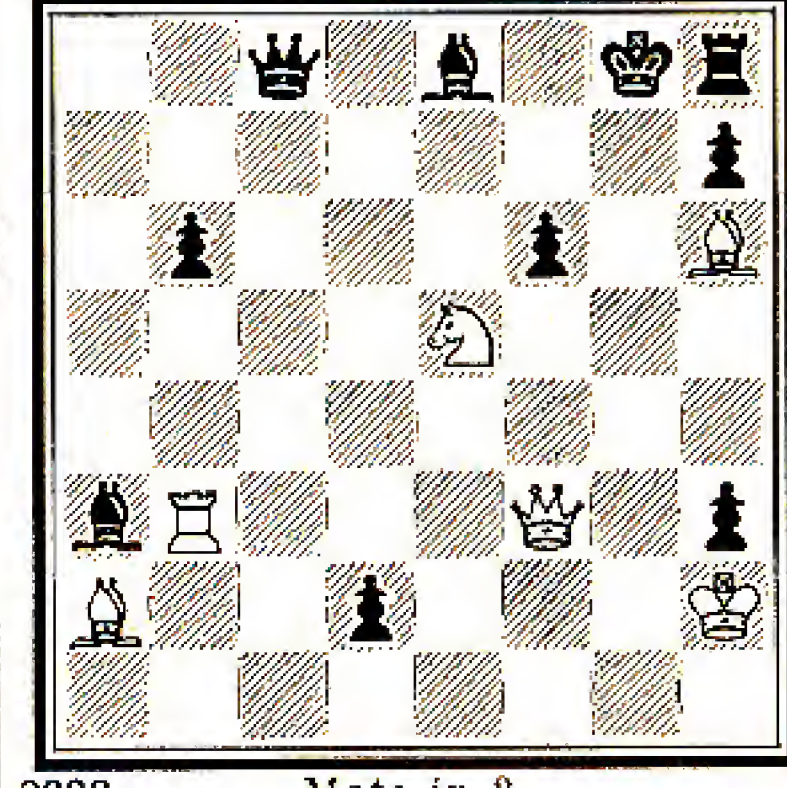
2035 Mate in 2



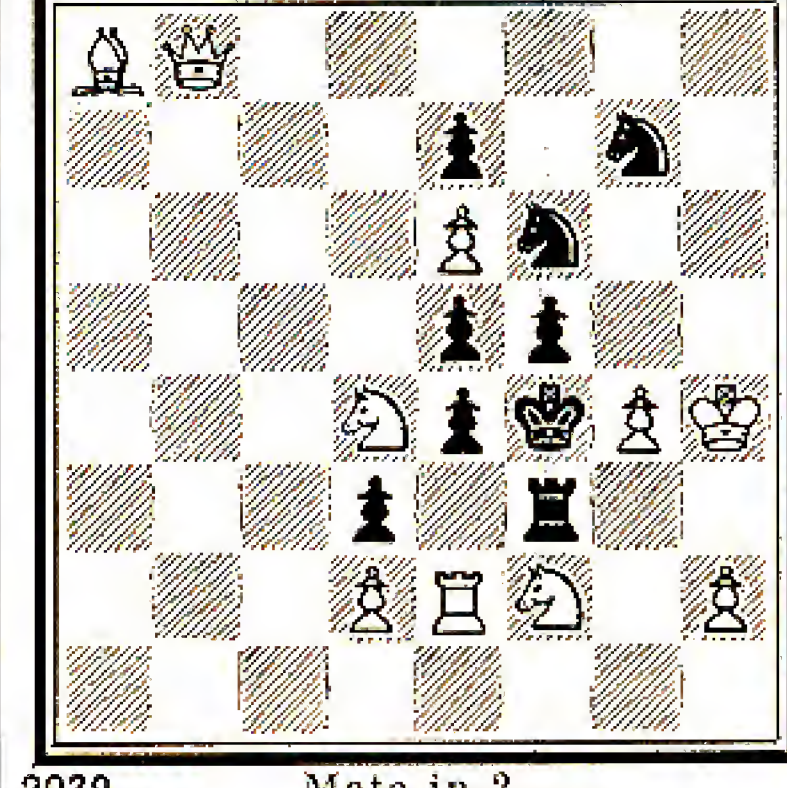
2036 Mate in 2



2037 Mate in 2



2038 Mate in 2



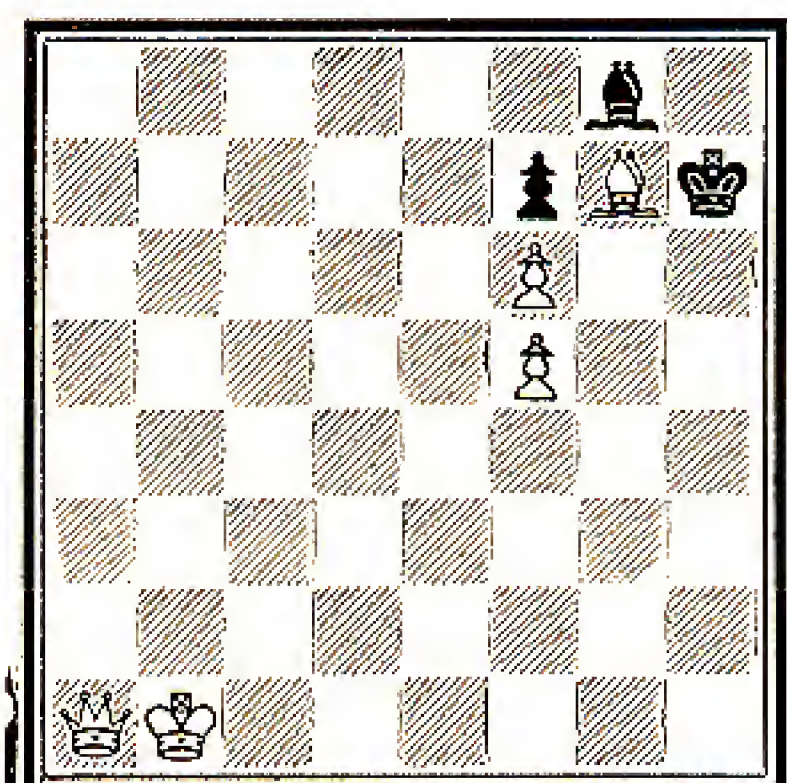
2039 Mate in 2

in Prize Solving Contest

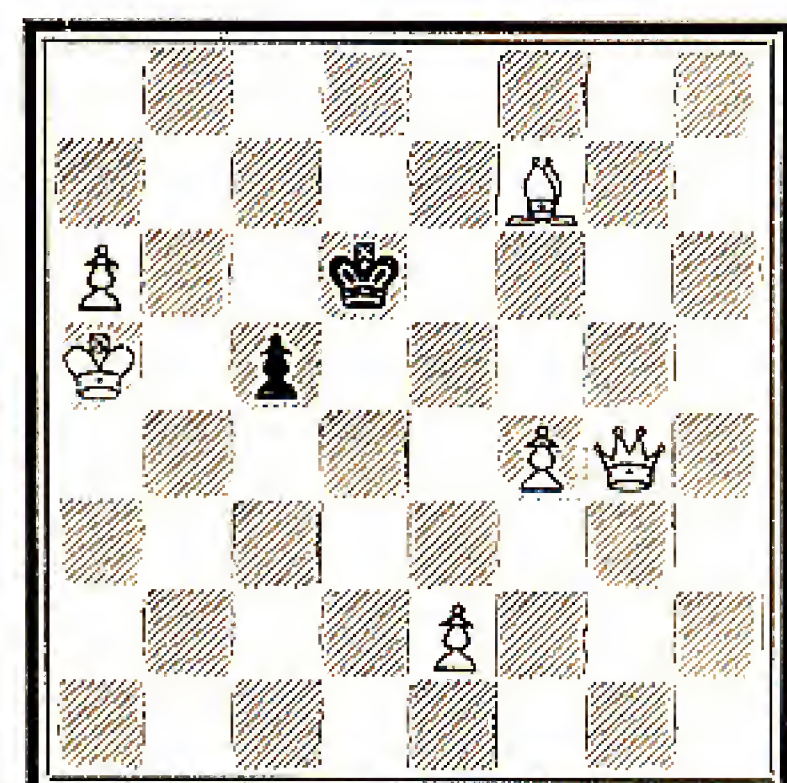
SOLUTIONS TO PROBLEMS 2030-2049 DUE FEBRUARY 28th

RULES OF CONTEST: You may enter this contest at any time. Each month, a half-year subscription to CHESS REVIEW (or extension of present subscription) is awarded to the contestant who heads the solvers' list. The winner's score is then cancelled and he starts anew. Duplicate prizes for tied scores. Submit solutions to Problem Editor before date specified. Key moves only required for direct-mate two-movers and three-movers; key moves and variations for all others. Point credits usually correspond to number of moves. Full credits for correct claims of "no solution" and for "cooks" (solutions other than composer's intention). Deductions for wrong solutions.

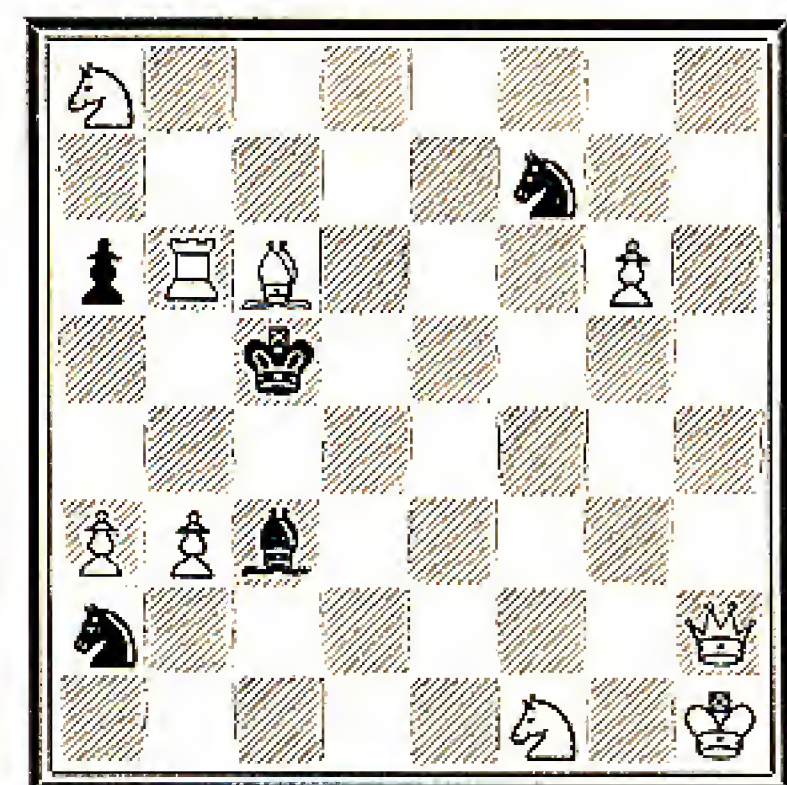
NO ENTRY FEE. THIS CONTEST IS FREE.



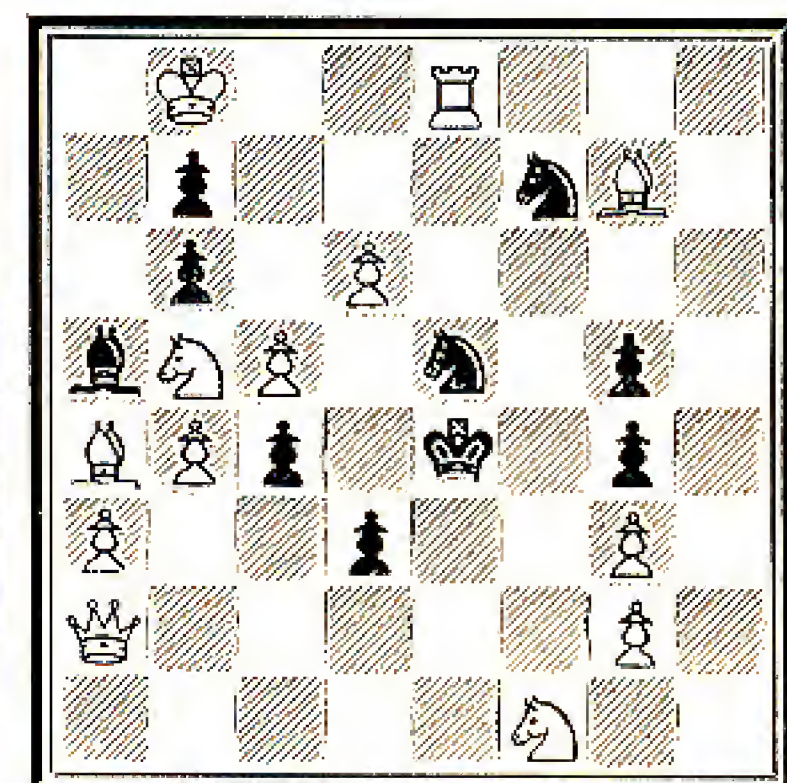
2040 Mate in 3



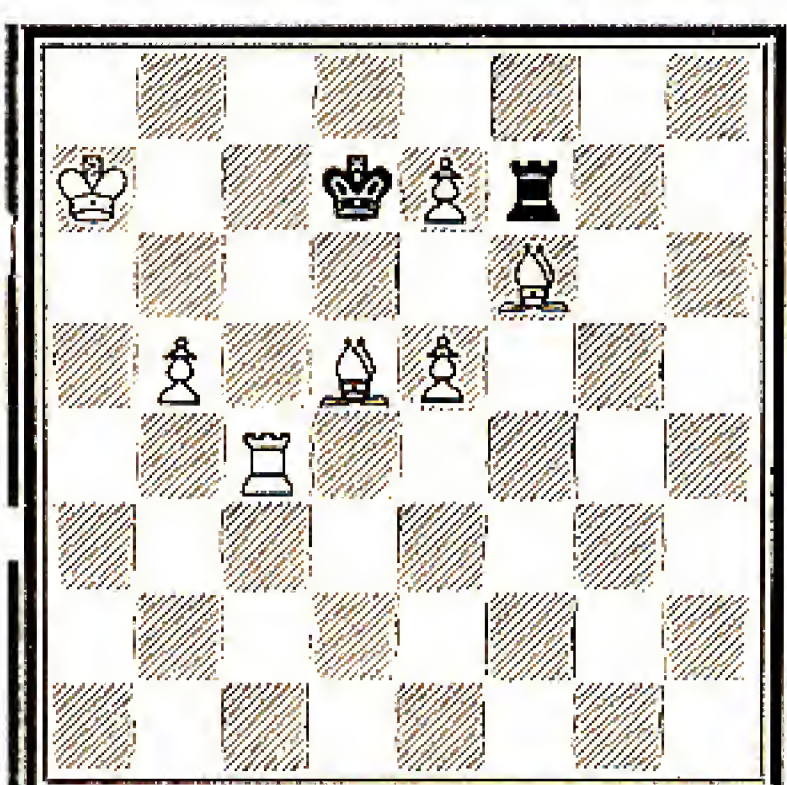
2043 Mate in 3



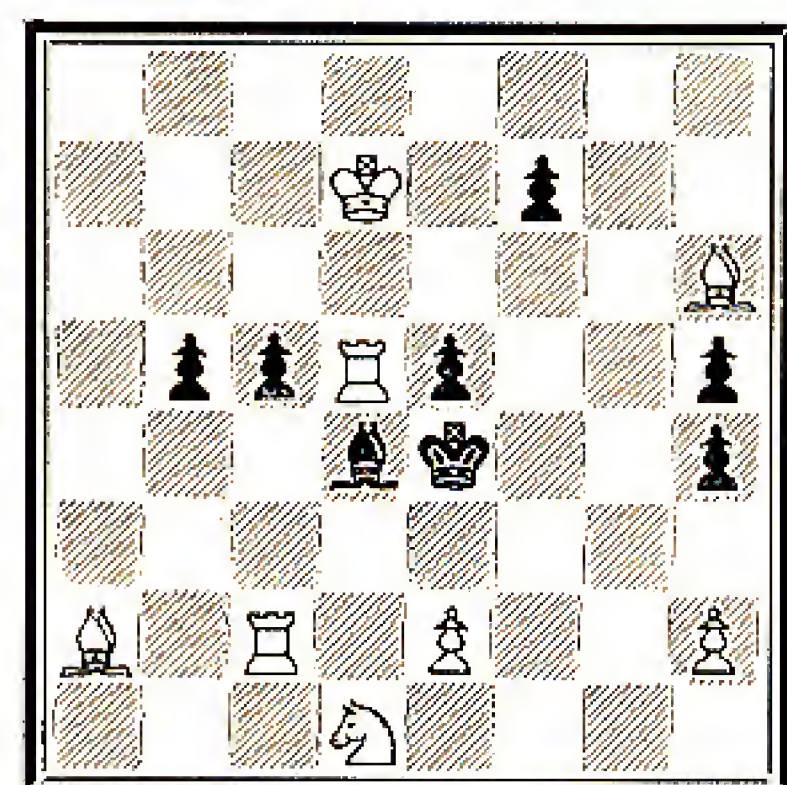
2046 Mate in 3



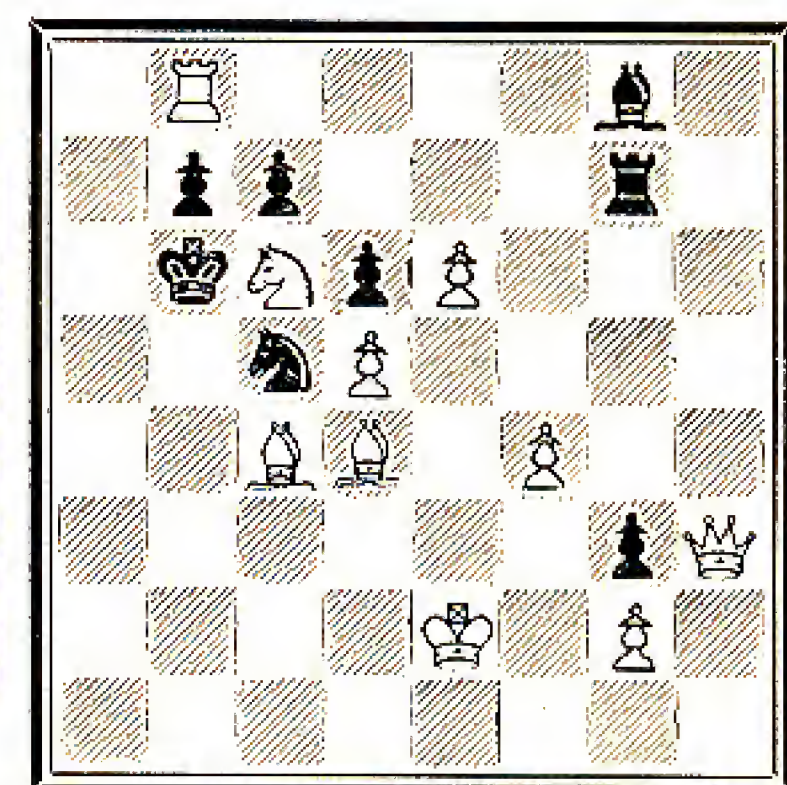
2047 Mate in 3



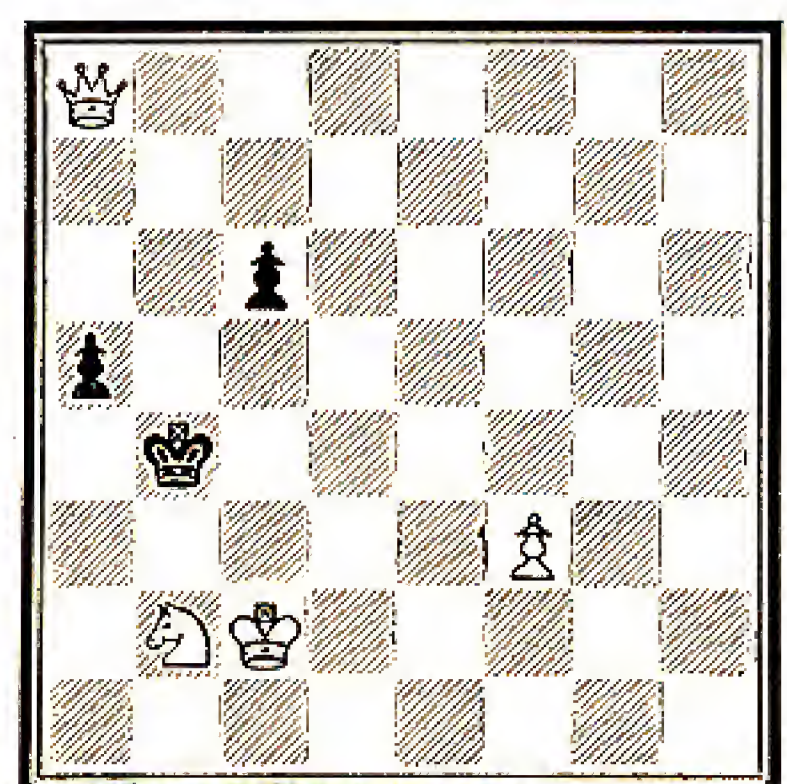
2041 Mate in 3



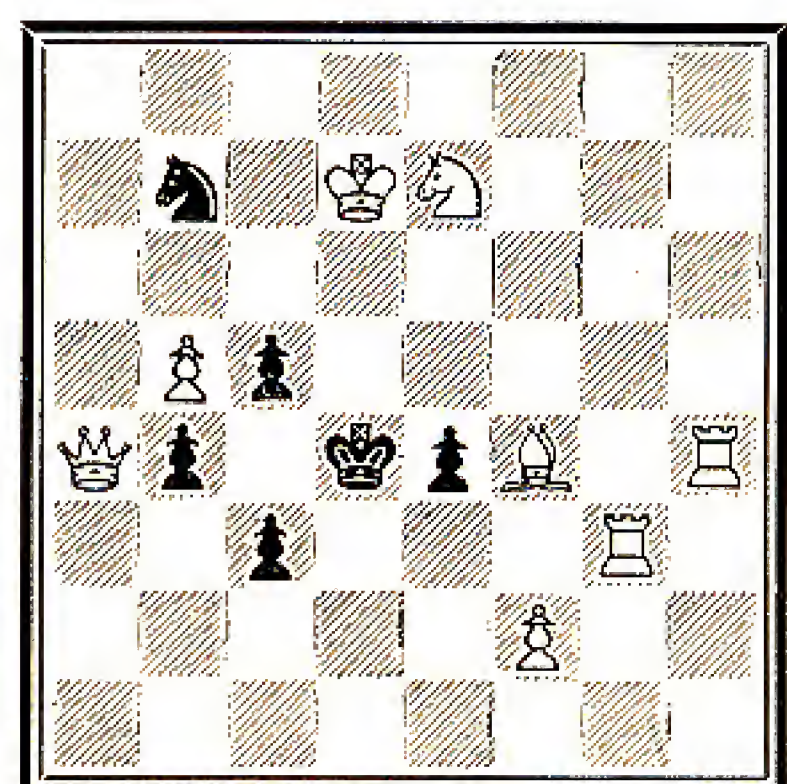
2044 Mate in 3



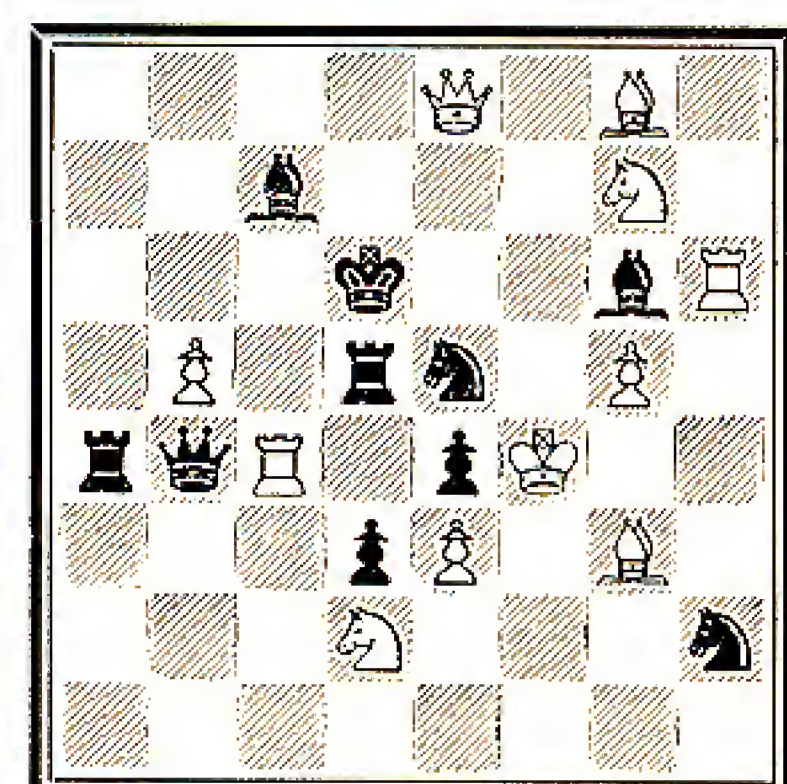
2048 Mate in 3



2042 Mate in 3



2045 Mate in 3



2049 Self-mate in 2

CHESS BY MAIL



CARLETON M. FENLEY, whose portrait appears at the left, has been playing in our Postal Tournaments since April, 1941. He divided first prize in Section 21 of the 1941 Open, scoring $6\frac{1}{2}$ — $1\frac{1}{2}$, is now playing in two groups of the 1942 Sectional. Fenley's rating has steadily increased and today he is one of our leading players with a rating of 1260. Last summer, his mother (Mrs. W. R. Fenley) joined our postal group, this month graduated to Class A. Fenley is 27 years old, lives in South Portland, Maine, where he works in the shipping industry. He writes:

"I was first introduced to chess in 1934 by my mother who played the game several years ahead of me. I joined the Portland Chess Club in 1935 and have been an active member ever since. Since 1937 I have played about 200 games by mail and the longer I play the more I enjoy it."

"I have been a subscriber to CHESS REVIEW since 1939 and the correspondence friends I have met through this magazine are among the finest chess friends I have ever played."

WITH OUR POSTAL PLAYERS

by JACK W. COLLINS
Postal Chess Editor

One of the first letters your new Postal Chess Editor came across when looking over this department's monthly correspondence was a message from William H. Lacey, Jr., of Detroit, Mich., in which he comments on the different attractions of Chess By Mail.

Lacey writes: "We sure have fun in these Sectionals! Faster mail delivery makes it possible to keep up an interesting and up-to-date exchange of thoughts. Subjects are discussed while they are still fresh in our minds. Mr. Allison deserves a special recommendation. He answers my cards almost before I send them, and our discussions of other games and positions gave us no end of fun. He was usually correct in his analysis, and I was wrong. Anyway, playing such fellows as M. H. Allison makes chess worthwhile."

Here we see an example of the sportsmanship, enthusiasm, and friendliness, which is common to Postal Chess. As one who has improved his game by it, made new friends by it, and derived many pleasant hours from it, in various tournaments for several years, your Editor can appreciate Lacey's feelings and understand why our list of players is lengthening and additional sections are forming so quickly.

The steady increase in the number of contestants brings a corresponding increase of clerical work, rating calculating, letter writing, annotating, adjudications, and other tasks. So the Managing Editor, as announced in the December issue, has created the position of Postal Chess Editor. The latter is still busy trying to fully familiarize himself with the new job but hopes he will feel right at home by the time the February edition is dropped in your mail box.

In the meantime here's wishing you all good chess and good luck in 1943, and let's all resolve to make this year the greatest Postal Chess Year ever!

1943 VICTORY TOURNAMENT

The big news of the month is the announcement of our 1943 Victory Tournament in which twenty cash prizes, amounting to a total of \$300.00, will be awarded to the twenty players who finish with the highest scores! So far as we know, this is the first time that substantial cash prizes of this type have ever been offered in a Postal Chess Tournament.

In addition to the cash prizes, scores of book prizes will also be awarded. Every player who qualifies for the final round and finishes his playing schedule will receive a copy of the new \$3.00 Chess Classic "The Golden Treasury of Chess," to be published early this year by Horowitz and Harkness. This will be a big 300-page book containing 539 of the greatest games of chess ever played.

Nor have we forgotten those who fail to qualify. Every player entering this tournament who does NOT qualify for the final round will be given one free entry into our regular Class Tournament, provided he has finished his playing schedule in the Victory Tournament.

Under the system of qualification, we estimate that at least one-fourth of all entries will reach the final round and win cash or book prizes!! Those who fail to make the grade will compete for prizes in the 7-man sections of the Class Tournament.

The manner in which this tournament will be conducted and the conditions of play are described on Page 26. Read these rules carefully; then send in your entry. The entry fee to this big event (in which you can win as much as \$100!) is only \$2 per section.

1943 CLASS TOURNAMENT

Entries are now being received for another Class Tournament, conducted under exactly the same conditions as the 1942 event. If you enter this tourney, you will be grouped with six other players of approximately your own playing strength. Prizes in each 7-man section are credits of \$4, \$2 and \$1 to the first, second and third place winners respectively. Entry fee is \$1-per-section.

\$300.00 in CASH Prizes

offered in our new Postal Chess

1943 VICTORY TOURNAMENT

FIRST PRIZE \$100

Second Prize . . \$50

Third Prize . . . \$25

4th PRIZE \$15

5th PRIZE \$10

6th PRIZE \$10

7th PRIZE \$10

8th PRIZE \$10

9th PRIZE \$10

10th PRIZE \$10

**Next TEN Prizes (11th to 20th)
\$5 each \$50**

Additional Book Prizes

EVERY player who qualifies for the final round and finishes his playing schedule but fails to win a cash prize will be awarded a copy of the NEW \$3.00 CHESS CLASSIC "The Golden Treasury of Chess"—a big 300-page compendium containing 539 of the most brilliant games of chess ever played. (To be published early in 1943 by Horowitz and Harkness, New York).

Consolation Prizes

EVERY player who enters this tournament and finishes his playing schedule but fails to qualify for the final round will be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament where he will compete for prizes in a 7-man section.

ENTER NOW!

The pleasure and enjoyment you derive from playing chess by mail can now bring you the added thrill of competing for—perhaps winning!—one of these BIG CASH PRIZES!

Twenty (20) cash prizes, amounting to a total of \$300.00, will be awarded to the twenty players who finish with the highest scores in CHESS REVIEW's new 1943 VICTORY TOURNAMENT. The Grand First Prize is \$100.00!! Second Prize is \$50.00! Third prize is \$25.00! And there are 17 other CASH prizes, as listed on this page.

But that isn't all! Every player who qualifies for the final round and finishes his playing schedule will either win one of these 20 cash prizes or he will be awarded a big 300-page \$3.00 book entitled "The Golden Treasury of Chess," containing 539 of the most brilliant games of chess ever played.

This is one event in which everybody wins a prize of some kind. You can go after that big \$100.00 first prize, or one of the other 19 cash prizes; but, if you don't succeed, you will have an opportunity to win a \$3.00 book prize. (We estimate that at least one-fourth of all entries will reach the final round and win a cash or book prize!)

Even if you fail to qualify for the finals, you will then be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament, where you will compete for prizes in a 7-man section.

Anybody can enter this tournament. It doesn't matter whether you have played postal chess before or not. Now is a good time to start. Complete instructions, explaining how chess is played by mail, will be sent to all new entries, together with our Rules of Postal Chess.

Read the Tournament Rules on the next page and then fill in and mail the entry form below, or a copy of it, to CHESS REVIEW, 250 West 57th Street, New York, N. Y.

CHESS REVIEW, Postal Chess Dept.,
250 West 57th St., New York, N. Y.

**ENTRY
FORM**

I enclose \$..... Enter my name in
section(s) of your 1943 VICTORY TOURNAMENT.
The amount enclosed covers the entry fee of \$2 per
section.

I have read the Tournament Rules and agree to abide
by the decisions of CHESS REVIEW and its Postal
Chess Editor in all matters affecting the conduct of the
tournament.

Name

Address

City State

Postal Chess Game of the Month

The following has been selected as the most interesting game score submitted during the past month. It was played in Group 42-S5 of the 1943 Sectional Tournament. Notes are by Jack W. Collins.

SICILIAN DEFENSE

| N. W. Mitchell | P. Frediskov |
|----------------|--------------|
| White | Black |
| 1 P-K4 | P-QB4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 P-Q4 | PxP |
| 4 KtxP | Kt-B3 |
| 5 Kt-QB3 | P-Q3 |
| 6 B-K2 | P-K3 |
| 7 B-K3 | B-K2 |
| 8 O-O | P-QR3 |
| 9 P-QR4 | Q-B2 |
| 10 P-KB4 | B-Q2 |
| 11 Q-Q2 | O-O |
| 12 B-KB3 | QR-B1 |

Having completed their development in good style, both players are now ready to plunge into the depths of the middle-game.

| | |
|-----------|--------|
| 13 Kt-Kt3 | P-QKt3 |
| 14 P-Kt4! | |

Inaugurates a strong King-side attack.

| | |
|----------|-------|
| 14 | B-K1 |
| 15 P-Kt5 | Kt-Q2 |
| 16 QR-Q1 | P-B3 |
| 17 P-R4 | P-Kt3 |

Probably directed against 18 P-R5, but 17 ... Kt-B4 is better.

| | |
|-----------|--------|
| 18 Q-R2 | K-R1 |
| 19 K-R1 | R-KKt1 |
| 20 R-KKt1 | Kt-B1 |
| 21 PxP | BxP |
| 22 P-B5 | Kt-K4 |
| 23 B-K2 | P-QR4 |
| 24 PxKP | KtxP |
| 25 Kt-Q4 | Q-K2? |

Loses at least a pawn. Superior was 25 ... KtxKt and 26 ... B-B3.

| | |
|----------|---------|
| 26 KtxKt | QxKt |
| 27 BxP | R-Kt1 |
| 28 Kt-Q5 | BxQRP |
| 29 P-Kt5 | B-Q2 |
| 30 BxP | Kt-QB3? |

Decentralizing this knight leads to a quick finish. More prolonged resistance was possible by 30 ... B-Kt2.

| | |
|----------|---------|
| 31 KtxB | QxKt |
| 32 RxQP | Q-QKt7 |
| 33 B-Q3! | KtxB |
| 34 RxB | QR-QB1 |
| 35 P-R5 | Resigns |

VICTORY TOURNAMENT RULES

1. Two qualifying rounds and one final round will be played in CHESS REVIEW's 1943 Victory Tournament. In all three rounds, contestants will compete in sections consisting of seven players. Each contestant in a section will play one game with each of his six opponents (3 games with White, 3 with Black). To expedite play, every effort will be made to group players by geographical location.

2. All contestants in the preliminary round who score $3\frac{1}{2}$ or more game points will qualify to play in the semi-final round; and all semi-finalists who score $3\frac{1}{2}$ or more game points in the semi-final round will qualify to play in the final round. (In each case, players who score $3\frac{1}{2}$ points will immediately be grouped in sections with other qualifiers so that play in the three rounds will overlap to some extent).

3. In the event that additional players are required to complete the last sections formed in the semi-final and final rounds, these players (from one to six in each case) will be selected from among those who scored 3 points in the previous round and in the order of their CHESS REVIEW Postal Chess Ratings at the time these final sections are made up.

4. Except as provided in Rule 3, players who score less than $3\frac{1}{2}$ points in the preliminary round and qualified semi-finalists who score less than $3\frac{1}{2}$ points in the semi-final round will not be eligible for the announced cash and book prizes. However, each of these eliminated contestants will become eligible to play in one section of CHESS REVIEW's regular Postal Chess Class Tournament, without payment of any additional entry fee, provided the contestant has continued and finished all his scheduled games in the 1943 Victory Tournament.

5. A First Prize of \$100.00 and 19 other cash prizes will be awarded by CHESS REVIEW in accordance with the published schedule of prizes to those 20 qualified finalists who achieve the highest total scores in the three rounds of the tournament. In addition, every qualified finalist who finishes his playing schedule in all three rounds, and who fails to win a cash prize, will be awarded a \$3.00 book prize, as announced in the published schedule of prizes.

6. When computing the total scores of qualified finalists to determine the distribution of prizes, each game won in the preliminary round will be scored as 1 point; each game won in the semi-final round will be scored as 2.2 points; each game won in the final round will be scored as 4.5 points. A drawn game will be scored as half these respective amounts. (This weighting system is adopted to provide for the fact that game points in the three rounds are scored against progressively stronger players. Moreover, the weighting system will practically eliminate ties in the final standings.)

7. No contestant may win more than one prize and no prize will be divided. In the case of ties, if 2 or more finalists tie for first place, achieving the same total score as computed in rule 6, then the first 2 or more prizes will be reserved for those finalists and the prizes will be awarded in accordance with the scores achieved by them in a tie-breaking round-robin contest in which each contestant will play two games with every other contestant. Similarly, ties for any other cash prizes will be broken in the same manner. Any ties which may develop in the tie-breaking contests will be broken under the Sonneborn-Berger system.

8. The entry fee is \$2.00 and entitles the contestant to compete in one preliminary section. A contestant may enter up to five (but not more than five) preliminary sections upon payment of the entry fee of \$2.00 per section. Multiple entries by one person will compete and qualify as though made by separate individuals. However, as no contestant may win more than one prize, a player who qualifies for more than one section of the final round will be awarded his book or cash prize on the basis of the total score achieved by only one of his multiple entries. (The entry making the highest total will be taken.) Multiple entries will always be placed in different sections of each round. A free entry into the Class Tournament will be given to each multiple entry which fails to qualify for the final round.

9. This tournament will be played under CHESS REVIEW's official Rules and Regulations of Postal Chess with certain amendments and additions. A copy of the Official Rules and special playing rules which apply only to this tournament will be mailed to each entry, or to any prospective entry upon request.

10. Upon entering, each contestant agrees that the decision of CHESS REVIEW and its Postal Chess Editor in all matters affecting the conduct of the tournament, including the acceptance and classification of entries, the adjudication of games, the award or refusal of forfeit claims, the distribution of prizes, and all interpretations of the rules and regulations, shall be final and conclusive.

1943 CLASS TOURNAMENT

You can join this tourney at any time. You will be grouped with six others of about THE SAME PLAYING STRENGTH AS YOURSELF. Sections are continually being formed. If you have not played in our tourneys before, please specify whether you consider yourself a Class A, Class B, or Class C player.

Prizes in Each Section: Credits of \$4, \$2 and \$1 to the first, second and third place winners respectively. These credits may be used to purchase chess books or equipment. Entry fee is \$1. You may enter as many sections as you please at \$1 each.

CHESS REVIEW

Postal Chess Department
250 WEST 57th STREET : NEW YORK, N. Y.

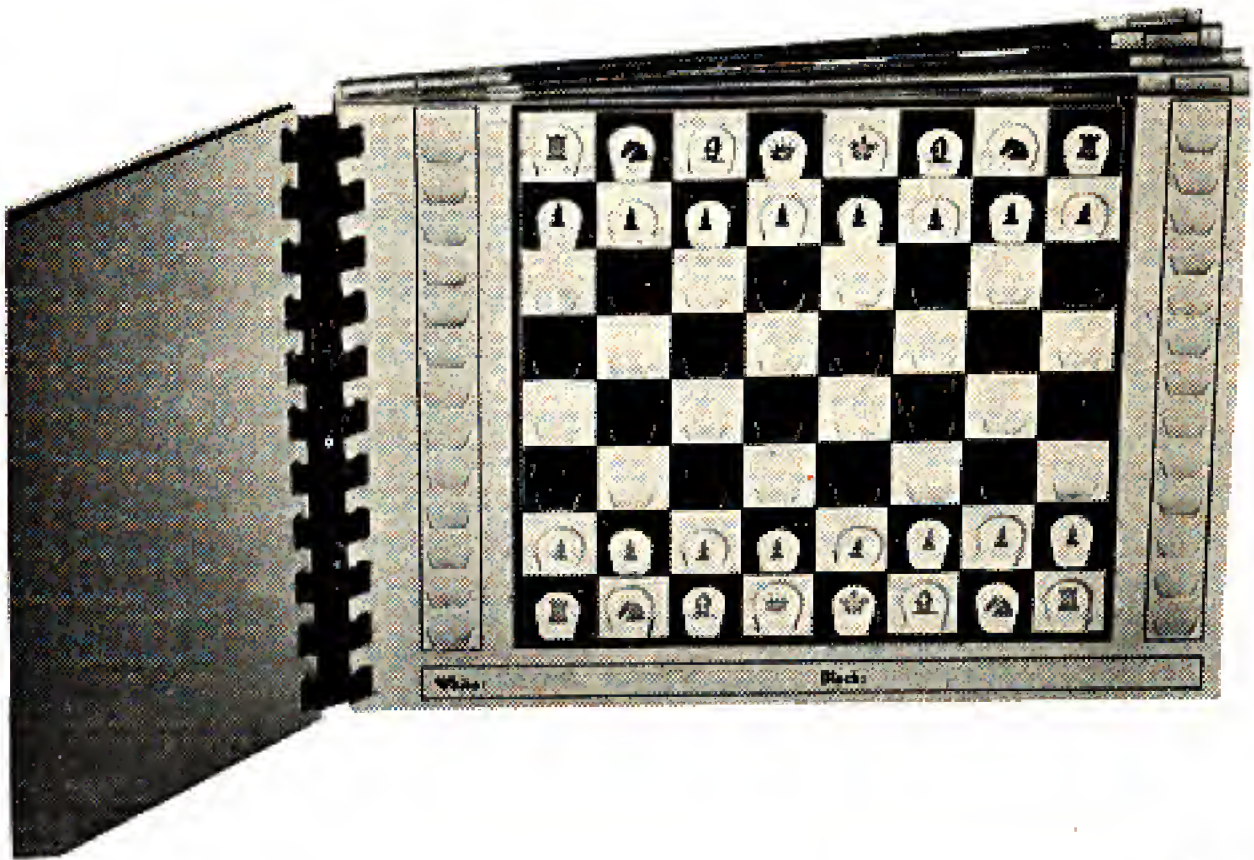
Game Reports — Results to Dec. 18th

| Sec. | 1941 OPEN TOURNAMENT |
|-------|-----------------------|
| 41-29 | Rozsa 1, Ad. Weiss 0. |
| 41-30 | Wilcox ½, Fell ½. |
| 41-34 | Halverson withdraws. |
| 41-35 | Boyd withdraws. |

| | 1942 CLASS TOURNAMENT |
|--------|--|
| 42-C1 | Lent 1, Hamilton 0; Hurt 1, Marcelli 0; Hurt 1, Jurgenson 0; Jurgenson 1, Marcelli 0. |
| 42-C2 | Bowman 1, Hadden 0. |
| 42-C5 | Rozsa 1, Mrs. Muir 0. |
| 42-C7 | Yaffe ½, Van Essen ½. |
| 42-C9 | Ad. Weiss 1, Little 0; Treiber 1, Powers 0 (adjud.). |
| 42-C11 | Brandstrom 1, Dann 0. |
| 42 C13 | Wallace 1, Dann 0. |
| 42-C18 | Herzberger 1, Rockel 0. |
| 42-C20 | Coulter 1, Harris 0. |
| 42-C21 | Brown 1, Hamilton 0. |
| 42-C22 | Charosh 1, Heissey 0. |
| 42-C23 | Blackall 1, Willner 0; Kelsey ½, Hoehn ½. |
| 42-C24 | Schultz 1, Donworth 0. |

| | 1942 SECTIONAL TOURNAMENT |
|--------|--|
| 42-S2 | Peters 1, Winslow 0; Peters 1, Sax 0. |
| 42-S3 | Arons 1, Flaherty 0; Boggis 1, Hamilton 0; Arons 1, Casey Jr. 0. |
| 42-S4 | Fielding withdraws; all games annulled. |
| 42-S5 | Mitchell 1, Frediskov 0; Mitchell 1, Thomas 0; Lt. Levene Jr. 1, Frediskov 0. |
| 42-S6 | Wildeman 1, Wright 0; Lacey 1, Allison Sr. 0. |
| 42-S7 | Fetell 1, Kasper 0; Mager 1, Kasper 0. |
| 42-S9 | Borker 1, Dr. Moore 0; Mrs. Fenley 1, Mit- chell 0; Treiber 1, Mitchell 0. |
| 42-S11 | Henry 1, Cabot III 0; Warren 1, Cabot III 0. |
| 42-S13 | May 1, Uberti 0. |
| 42-S25 | Kramer 1, Roberts 0; Kramer ½, Roberts ½. |

| PRIZE WINNERS THIS MONTH | | | |
|--------------------------|---------------|-------|-------|
| Section | Player | Prize | Score |
| 41-12 | J. P. Quillen | 3 | 2½—5½ |



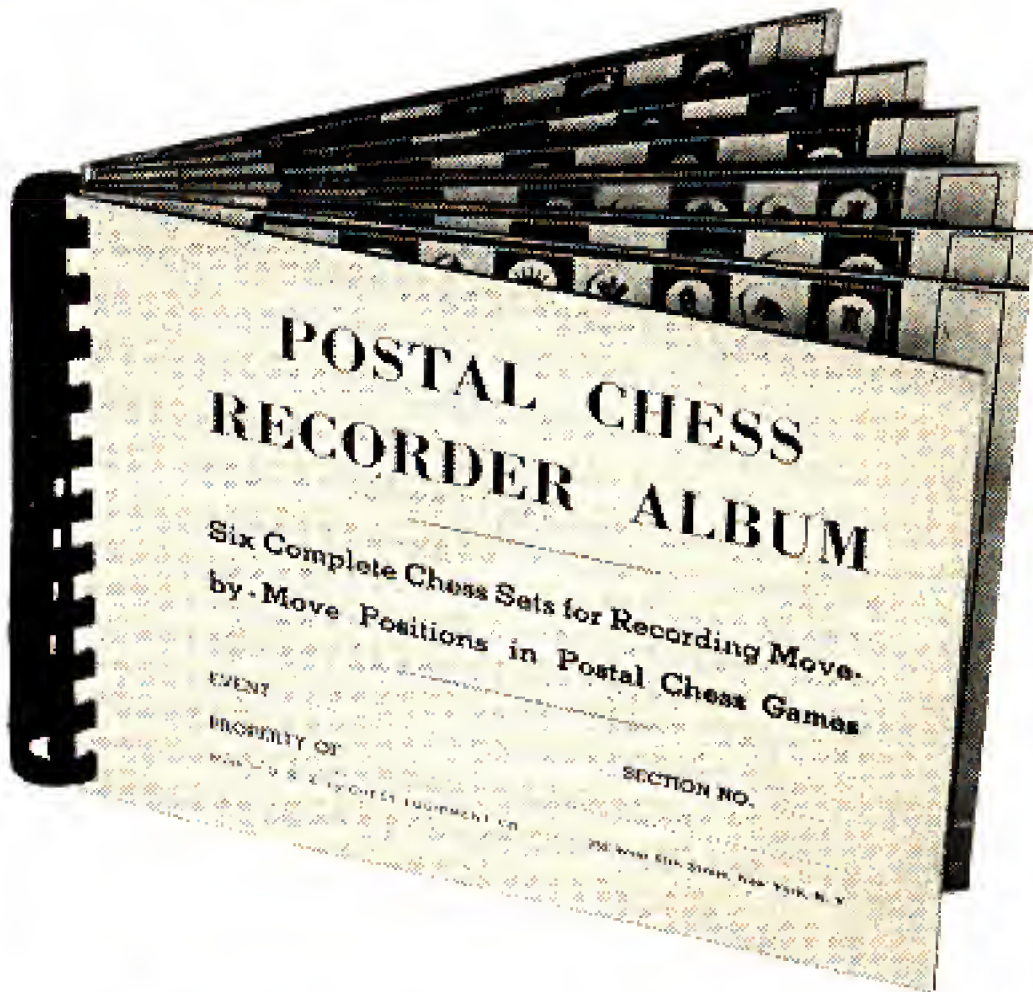
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Each recorder measures 7½" x 5¾". The chessboard (5" x 5") is printed on smooth, buff board. A heavy separator between the front and back surfaces holds the recorder rigid and permits the pieces to slip easily into the slots on each square. Once inserted, the men are held in place by sufficient pressure to prevent them from falling out. The pieces are made of a tough jute tag material which will give long service.

(Extra men are only 10c per set!)

Use one of these albums for each section in which you are playing. You will find them delightfully simple and convenient.



\$1.50

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CHESS REVIEW
250 W. 57th St., New York

POSTAL CHESS EQUIPMENT

Chess by Mail Post Cards: Use these especially printed cards for mailing moves and avoid mistakes. Standard ruling and diagram blank on each card ----- 100 for 75c

Game Score Sheets: Pad of 100 sheets, 6" x 11", ruled for 60 moves ----- 50c each

Loose-Leaf Game Score Book: High quality loose-leaf binder with 50 game score sheets. Handy pocket size 4¼" x 6½". Sheets 3½" x 6" ruled for 60 moves. Diagram blank on back of each sheet. Complete ----- \$1.00

(Refill sheets — 75c per 100)

CHESS REVIEW

250 West 57th Street New York, N. Y.

POSTAL CHESS RATINGS

The names listed below are of players now participating in our Postal Chess Tournaments. Names of inactive players are removed from this list each month and their ratings frozen until they re-enter.

Class A

| | |
|---------------------|------|
| Arons, G. | 1112 |
| Banker, G. M. | 1100 |
| Benjamin, S. J. | 1100 |
| Borker, L. | 1358 |
| Bowman, I. H. | 1108 |
| Brown, R. L. | 1156 |
| Buschine, A. P. | 1150 |
| Ceruzzi, A. | 1214 |
| Charosch, M. | 1204 |
| Chauvenet, L. R. | 1128 |
| Cook, A. | 1150 |
| Dayton, E. | 1240 |
| Einhorn, Pvt. M. | 1100 |
| Engskov, G. S. | 1130 |
| Fenley, C. M. | 1260 |
| Fenley, Mrs. W. R. | 1106 |
| Fetell, M. | 1298 |
| Foster, Pvt. J. L. | 1100 |
| Friend, B. | 1112 |
| Gelbard, M. | 1100 |
| Goodman, C. F. | 1100 |
| Halper, Lt. N. | 1150 |
| Hanft, M. | 1100 |
| Herzberger, Dr. M. | 1240 |
| Higgins, L. R. | 1100 |
| Hogan, J. G. | 1198 |
| Hoit, H. S. | 1334 |
| Holiff, J. | 1174 |
| Horowitz, Mrs. E. | 1100 |
| Kantor, F. | 1176 |
| Kaplan, B. | 1100 |
| Kemble, Capt. R. P. | 1226 |
| Klein, B. | 1150 |
| Lacey, W. H. Jr. | 1332 |
| Levene, Lt. B. F. | 1170 |
| Linder, A. | 1142 |
| Malowan, W. | 1100 |
| Michels, P. J. | 1222 |
| Mundt, Rev. J. | 1104 |
| Muir, Mrs. D. S. | 1120 |
| Nicholson, W. | 1210 |
| Palange, J. E. | 1288 |
| Parker, A. W. | 1248 |
| Paul, Dr. B. | 1242 |
| Powers, A. | 1216 |
| Rehr, J. J. | 1192 |
| Reichenbach, H. | 1222 |
| Richter, P. H. | 1176 |
| Roberts, C. | 1116 |
| Rozsa, B. | 1214 |
| Schwartz, Dr. H. R. | 1100 |
| Shapiro, M. | 1100 |
| Shaw, Pvt. S. | 1100 |
| Shephard, Dr. H. C. | 1104 |
| Sibbett, D. S. | 1100 |
| Smith, W. H. | 1124 |
| Spielberger, C. | 1162 |
| Spurr, S. H. | 1100 |
| Steckel, W. H. | 1100 |
| Steinbach, H. | 1100 |
| Treiber, W. J. | 1100 |
| Van Patten, H. T. | 1154 |
| Wallace, W. J. L. | 1116 |
| Wright, C. F. | 1122 |
| Yerhoff, F. | 1148 |

Class B

| | |
|-------------------|------|
| Albrecht, J. J. | 1016 |
| Alexewicz, Dr. W. | 1010 |

| | |
|---------------------|------|
| Allison, M. H. Sr. | 974 |
| Allured, K. B. | 1012 |
| Astrab, S. | 1000 |
| Axinn, S. | 910 |
| Ayers, L. R. | 1000 |
| Balke, J. F. | 1000 |
| Bennett, R. W. | 1058 |
| Bethke, A. H. | 1000 |
| Bischoff, J. E. | 954 |
| Blackall, F. S. | 1050 |
| Boggis, A. | 1000 |
| Boyle, F. | 1000 |
| Brandstrom, B. | 1070 |
| Callis, L. | 914 |
| Chase, G. F. | 990 |
| Clausen, R. H. | 1000 |
| Cook, W. N. | 934 |
| Coulter, J. A. | 900 |
| Culbertson, W. | 1070 |
| Dean, P. L. | 966 |
| Elsman, J. | 1006 |
| Engelmann, A. | 1006 |
| Faucher, J. A. | 992 |
| Fell, C. | 1064 |
| Fine, H. | 1000 |
| Flaherty, H. E. | 990 |
| Gabor, N. | 1010 |
| Gleason, R. | 1000 |
| Gluski, H. E. | 910 |
| Hadden, A. | 920 |
| Hall, R. C. | 1000 |
| Hallagher, W. | 904 |
| Hampton, H. | 916 |
| Hatch, D. B. | 966 |
| Hawkins, K. C. | 1000 |
| Henry, F. L. | 906 |
| Henry, L. L. | 1094 |
| Herman, L. | 1000 |
| Hewitt, C. C. Jr. | 908 |
| Hoehn, A. | 1008 |
| Holzwarth, John W. | 1000 |
| Hurt, J. E. | 1080 |
| Jacobs, M. | 1054 |
| Jacoby, T. C. | 1000 |
| Jungers, L. | 1000 |
| Jurgensen, W. G. | 924 |
| Kahn, L. | 918 |
| Kalbach, J. C. | 1030 |
| Kasper, H. F. | 924 |
| Kelsey, R. M. | 1054 |
| Kenney, J. | 1000 |
| Kibbey, G. S. | 976 |
| Kimball, R. H. | 900 |
| King, G. M. | 1044 |
| Kingsland-Smith, F. | 994 |
| Kirkegaard, Rev. M. | 1042 |
| Klimas, F. J. | 970 |
| Koch, J. A. | 998 |
| Kolisch, R. | 1094 |
| Krak, E. | 1044 |
| Kramer, M. | 1078 |
| Krebill, H. J. | 1050 |
| Liggett, H. N. | 916 |
| Little, P. H. | 1088 |
| MacDonough, J. E. | 1006 |
| Mager, J. | 1000 |
| Martin, E. B. | 976 |
| May, A. C. | 916 |
| Mayers, D. | 1044 |
| McCullough, F. V. | 950 |

| | |
|--------------------|------|
| McKelvie, R. | 996 |
| Meiden, W. | 1074 |
| Mitchell, N. W. | 964 |
| Neumark, J. | 1040 |
| Ozgo, A. J. | 990 |
| Parmelee, C. | 938 |
| Peters, W. O. | 1090 |
| Pierce, F. A. | 1000 |
| Pratt, M. U. | 1062 |
| Quandstrom, Dr. V. | 1090 |
| Read, H. L. | 1076 |
| Rivise, I. | 1086 |
| Roach, A. C. | 1000 |
| Robinson, N. I. | 1084 |
| Rockel, R. S. | 980 |
| Rothman, A. | 1000 |
| Rozsa, Ted | 1086 |
| Rubin, M. | 954 |
| Ruckert, H. G. | 1060 |
| Russ, N. | 946 |
| Sax, K. | 908 |
| Schiller, Pvt. B. | 1050 |
| Schmidt, E. | 1000 |
| Schmidt, N. | 1000 |
| Schultz, L. R. | 900 |
| Skehan, Rev. P. C. | 1000 |
| Talmadge, T. | 1082 |
| Thomas, G. S. | 934 |
| Thomas, P. M. | 1032 |
| Tomori, L. | 1000 |
| Turner, A. | 1000 |
| Uberti, J. | 934 |
| Upham, R. | 1000 |
| Vichules, L. P. | 1058 |
| Vincent, J. P. | 1000 |
| Wade, J. | 978 |
| Wainess, D. | 954 |
| Wallace, D. | 976 |
| Warren, J. C. | 982 |
| Weiss, Adolph | 1018 |
| Weiss, A. H. | 956 |
| Wilcox, H. L. | 1064 |
| Wildeman, E. R. | 1008 |
| Willner, D. | 950 |
| Winslow, B. C. | 930 |
| Wolf, J. E. | 1000 |
| Work, T. A. Jr. | 978 |

Class C

| | |
|---------------------|-----|
| Allison, M. H. Jr. | 850 |
| Beckelman, M. W. | 850 |
| Benardete, J. | 850 |
| Berg, R. | 850 |
| Bonner, S. | 850 |
| Brady, J. | 850 |
| Breidenbach, W. Jr. | 850 |
| Briggs, A. | 800 |
| Brown, M. | 870 |
| Burke, H. L. | 850 |
| Buschke, Dr. A. | 828 |
| Byers, H. F. | 850 |
| Cabot, F. 3rd | 840 |
| Campbell, C. W. | 830 |
| Casey, J. J. Jr. | 844 |
| Chism, S. M. | 750 |
| Choc, L. Jr. | 850 |
| Colley, J. P. | 850 |
| Dann, D. D. | 808 |
| Davie, J. E. | 850 |
| De Coster, D. W. | 850 |
| De Felice, J. | 850 |

| | |
|----------------------|-----|
| De Frank, J. | 850 |
| Dishaw, O. W. | 788 |
| Donnelly, B. | 850 |
| Donworth, R. Jr. | 800 |
| Duffy, F. | 850 |
| Eichhorn, J. | 850 |
| Farnsworth, R. E. | 850 |
| Fielding, R. B. | 850 |
| Finnigan, J. | 850 |
| Franklin, R. M. | 864 |
| Frediskov, P. | 840 |
| Gardiner, B. S. | 850 |
| Gibson, M. E. | 850 |
| Goldfeather, H. | 850 |
| Grande, R. D. | 850 |
| Greenspan, Dr. M. | 850 |
| Hamilton, L. B. | 522 |
| Handler, M. S. | 850 |
| Harris, W. | 800 |
| Hartman, Rev. R. B. | 850 |
| Hays, R. W. | 848 |
| Heisey, H. C. | 776 |
| Hildebrand, J. W. | 850 |
| Hodgson, A. G. | 880 |
| Hopkirk, D. R. | 850 |
| Hornaday, J. A. | 850 |
| Howell, R. J. | 894 |
| Humphrey, A. B. | 850 |
| Jensen, C. J. | 850 |
| Johnson, A. C. | 850 |
| Keys, J. H. | 850 |
| Koch, R. E. | 850 |
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Reviewed by Fred Reinfeld

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The following game is absorbing because of the light it sheds on a number of ever-recurring problems of attack and defense.

SICILIAN DEFENSE

| M. Fish | S. Rubinow |
|----------|------------|
| White | Black |
| 1 P-K4 | P-QB4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 P-Q4 | PxP |
| 4 KtxP | Kt-B3 |
| 5 Kt-QB3 | P-Q3 |
| 6 B-K3 | |

Very unusual at this point, the customary procedure being B-K2.

6 Kt-KKt5!?

Black at once takes advantage of White's unusual move. White's unfortunate QB cannot very well move for then ... Q-Kt3 would be most embarrassing.

7 B-QB4!?

Q-Q2 is the move that most players would have selected; but with the text White begins a bold and original attack. Voluntarily allowing oneself to be burdened with an isolated doubled Pawn signifies that White is embarking on a do-or-die policy of working up an attack to compensate for the positional weakness.

7 KtxB
8 PxKt Kt-K4

An ideal spot for this Knight, since it can never be driven away, while at the same time it guards the important square KB2.

9 B-Kt3 P-KKt3

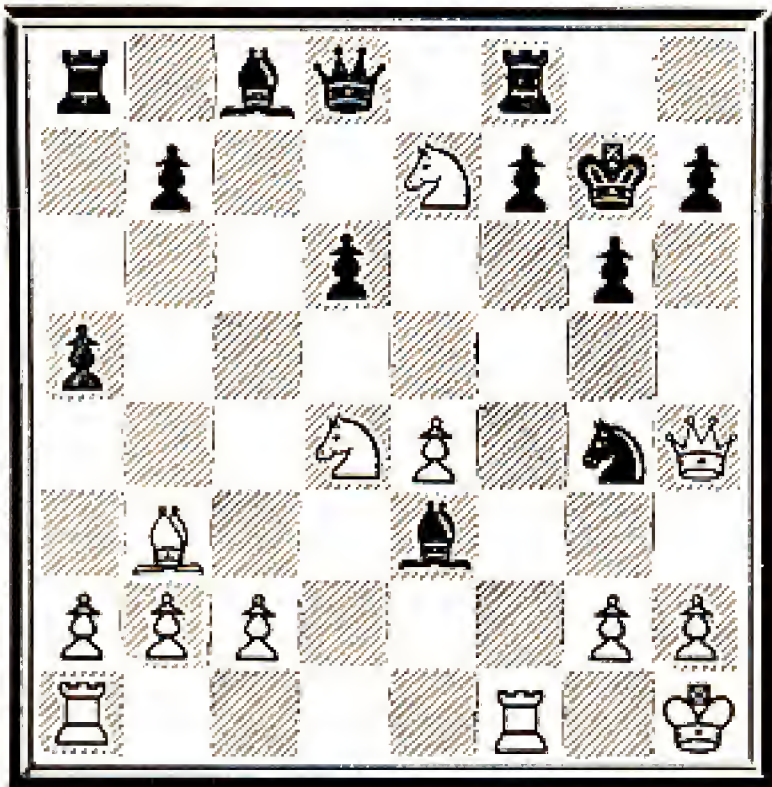
Objectively not bad, but it indicates an underestimation of White's attacking possibilities. In this sense ... B-K3 was much safer.

10 O-O B-R3

More of the same. Since White's KP is a lasting and irremediable weakness, Black need not be in so great a hurry to take it. The simple ... B-Kt2 was in order.

11 Kt-Q5 O-O
12 Q-K1 P-R4
This is really waste of time.
13 Q-R4! K-Kt2
14 KtxP! BxPch
15 K-R1 Kt-Kt5?

Had Black seen what was coming, he would have played 15 ... BxKt; 16 Q-B6ch, K-R3; 17 Q-R4ch, K-Kt2, and white has a perpetual check. Black felt, however, that he deserved more than a draw in this position. His appraisal of the kind of game resulting from his seventh move was positionally correct but tactically very poor. True, Black deserved more than a draw IF he had first taken the trouble to consolidate his position and make it secure from attack. In that event he would undoubtedly have been able to utilize his positional advantages.



16 Kt(4)-B5ch! PxKt
17 PxP K-R1

Black is lost. If 17 ... Kt-B7ch; 18 RxKt, BxR; 19 Q-Kt5ch and mate next move! If 17 ... Kt-B3; 18 Q-Kt3ch with a winning attack. If 17 ... Kt-R3; 18 P-B6ch, K-R1; 19 Q-Kt3 and wins.

18 BxP!!

Very pretty. If now 18 ... RxB; 19 Kt-Kt6ch.

18 Q-Kt3
19 QxKt RxB

Black was in terrible time pressure, but in any event he could not have held out very long as there were entirely too many threats.

20 Q-Kt8 mate

A very interesting game.

One of two blindfold games played simultaneously by White.

FIANCHETTO DEFENSE

| C. Bagby | B. L. Rosenthal |
|----------|-----------------|
| White | Black |
| 1 P-K4 | P-KKt3 |

The disadvantages of this popular but inferior defense have been set forth a number of times in this department. Black is left with a dull, lifeless game and White has all the play.

2 P-Q4 B-Kt2
3 P-KB4 P-Kt3
4 Kt-KB3 B-Kt2
5 B-Q3 Kt-QB3
6 P-B3 P-K3
7 B-K3 Kt-R3

The comment on Black's first move has been amply borne out. White has an easy, natural development, while Black is compelled to place his pieces in such a way that their subsequent uselessness is already foreshadowed.

8 P-KR3 O-O
9 P-KKt4

Very good. Presumably White avoided castling with the idea of proceeding with just this kind of attack.

9 P-B3
10 Q-K2 Kt-B2
11 QKt-Q2 Kt-K2
12 P-KR4

Preparing for what should be the decisive feature of White's attack: the opening of the KR file.

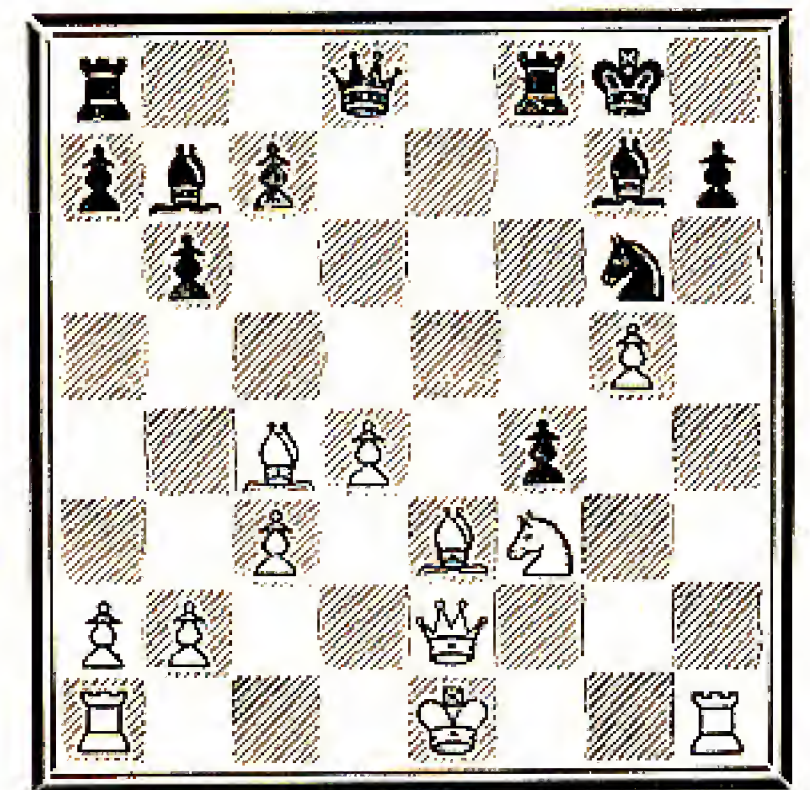
12 P-Q4
13 P-R5?

Premature. When you have your opponent trussed up, the main thing is to keep him in that state. All attempts at freedom, unless they can be clearly refuted, must be prevented. That is why White should have played 13 P-K5! here. In that way he could have kept the center files closed, stifling any attempt at counterattack, and still retaining the objective of opening up the KR file.

| | |
|--------------|-------|
| 13 | QPxP |
| 14 PxP | KtxP |
| 15 KtxP | P-KB4 |
| 16 PxP | PxP |
| 17 QKt-Kt5 | KtxKt |
| 18 PxKt | P-B5 |

Compare the previous note. It is clear that despite the open KR file, Black's chances have greatly improved with the opening up of the game in the center. The fact that White's King is still in the center would have been meaningless had he kept the position blocked with 13 P-K5! His allowing the position to be opened when he played 13 P-R5! now leaves his King in a very precarious position.

19 B-B4ch



The critical position. By playing 19 . . . B-Q4! Black can now demonstrate that his opponent's 13 P-R5? was a serious mistake. After 19 . . . B-Q4! 20 B-Q2, R-K1 there is apparently no defense for White.

19 K-R1??

This loses. White extricates himself very cleverly, although 20 RxP ch! KxR; 21 Q-R2ch also wins.

| | |
|-----------|------|
| 20 B-Q2 | R-K1 |
| 21 Kt-K5! | BxR |

If 21 . . . BxKt or . . . KtxKt; 22 RxP CHECK. Compare this with the possibilities after 19 . . . B-Q4! 20 B-Q2, R-K1; 21 Kt-K5, KtxKt etc. when 22 RxP is perfectly meaningless.

| | |
|------------|---------|
| 22 Kt-B7ch | K-Kt1 |
| 23 KtxQch | K-B1 |
| 24 Kt-K6ch | K-Kt1 |
| 25 O-O-O | P-B6 |
| 26 Q-K4 | K-R1 |
| 27 RxB | Resigns |

SICILIAN DEFENSE

| | |
|--------------|------------|
| Mrs. Harmath | F. Pozarek |
| White | Black |
| 1 P-K4 | P-QB4 |
| 2 Kt-QB3 | Kt-QB3 |
| 3 Kt-B3 | P-Q3 |
| 4 P-KR3 | |

A characteristic move in the games of inexperienced players. In the present position it serves no useful purpose and only holds up White's development. The normal move P-Q4 is obviously much more effective.

4 P-QR3

This move, on the other hand, has real point, as it is a preparation for the eventual . . . P-QKt4 with a resulting gain of space for Black on the Queen-side.

| | |
|-----------|-----------|
| 5 B-B4 | Kt-B3 |
| 6 Kt-KKt5 | |

This is also the kind of move that one sees frequently. Since Black's reply is so very obvious and forms a necessary part of his plan in any event, why provoke such a reply?!

| | |
|-------------|--------|
| 6 | P-K3 |
| 7 P-Q3 | B-K2 |
| 8 O-O | Kt-QR4 |

Highlighting the rather ineffectual character of White's fifth move. In openings where both sides play up the KP two squares, B-QB4 is a natural and effective development, but in positions where it is still possible to advance the KP only one square, the B-B4 development is likely to turn out to be quite futile.

| | |
|-----------|-----------|
| 9 B-Kt3 | Q-B2 |
| 10 B-R4ch | |

Since the following exchange cannot be evaded this is only loss of time.

| | |
|--------------|--------|
| 10 | P-Kt4 |
| 11 B-Kt3 | B-Kt2? |

. . . KtxB would be more exact, for now White should try 12 BxP! PxP; 13 KtxKP followed by KtxPch.

| | |
|----------|------|
| 12 P-B4? | KtxB |
| 13 RPxKt | O-O |
| 14 B-K3 | P-Q4 |

By means of very simple moves Black has obtained an excellent game as the result of his opponent's unsatisfactory development.

15 PxP PxP

But this is an inconsistency which could have been properly punished by the reply 16 P-Q4 which would leave White with a passable game. The proper continuation for Black would have been 15 . . . KtxP with a fine open position for his two Bishops.

| | |
|-----------|-------|
| 16 Kt-K2? | P-Q5 |
| 17 B-Q2 | QR-Q1 |

Black has distinctly the better game, but a more logical course than the text would be . . . Q-B3 followed by . . . Kt-Q4.

| | |
|-----------|-----------|
| 18 Kt-Kt3 | KR-K1 |
| 19 B-R5 | |

Leads to nothing.

| | |
|--------------|-----------|
| 19 | Q-B3 |
| 20 R-B2 | QR-B1 |
| 21 B-Q2 | |

Black was threatening . . . P-Kt5 followed by . . . Kt-Q4.

| | |
|--------------|-----------|
| 21 | Q-Q2 |
| 22 P-B5? | |

This is very bad as it opens up a terrible diagonal for Black's KB after which the superior position of Black's pieces soon achieves the desired effect.

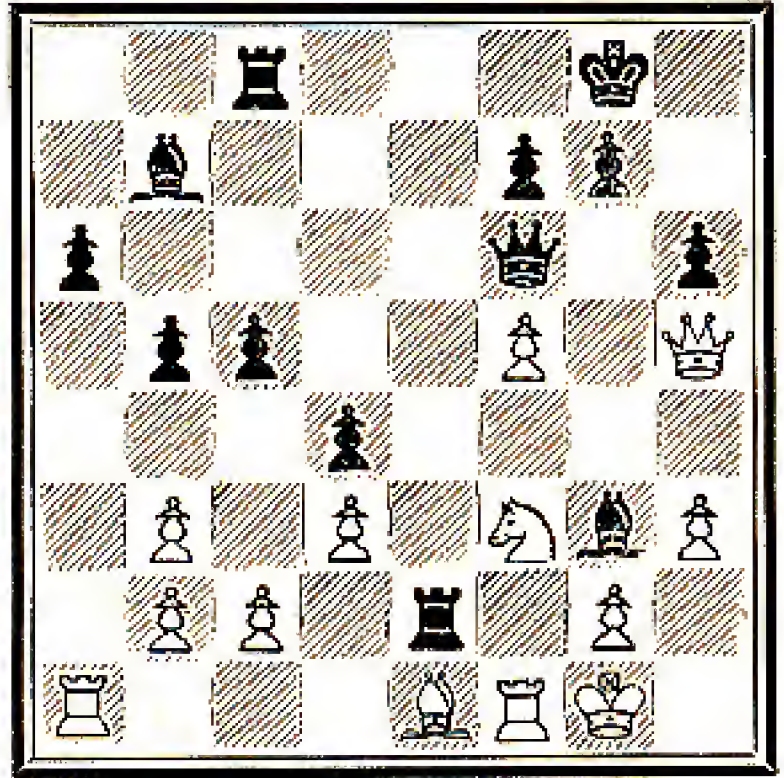
| | |
|--------------|-----------|
| 22 | B-Q3 |
| 23 Kt-R5 | Q-K2 |
| 24 KtxKtch | QxKt |
| 25 Q-R5 | |

This over-aggressive move is out of place. Q-Kt4 was preferable.

| | |
|--------------|-------|
| 25 | P-R3 |
| 26 Kt-B3 | B-Kt6 |

Note how Black takes advantage of the Pawn weaknesses created by the combination of White's fourth and twenty-second moves.

| | |
|----------|-----------|
| 27 KR-B1 | R-K7 |
| 28 B-K1 | |



28 Q-K4!

Very pretty. Capture of the Queen would lead to mate in two and meanwhile Black threatens to win a piece with . . . BxKt.

29 BxB?

This loses at once; but if 29 B-Q2, BxKt wins a piece. 29 B-B2 had to be tried although White's prospects would not have been alluring.

| | |
|--------------|-----------|
| 29 | QxB |
| 30 Q-Kt4 | RxPch |
| 31 K-R1 | R-R7 mate |

A pretty finish to an instructive game.

When your opponent loses the initiative, that's the time to put on the pressure. The Nazis and Japs are on the defensive now. Let's help to deliver the final checkmate.

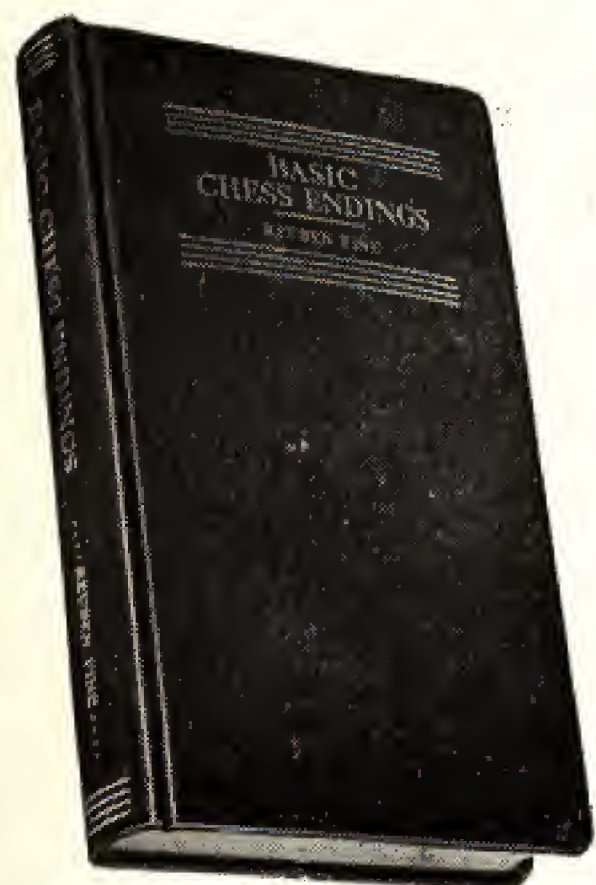
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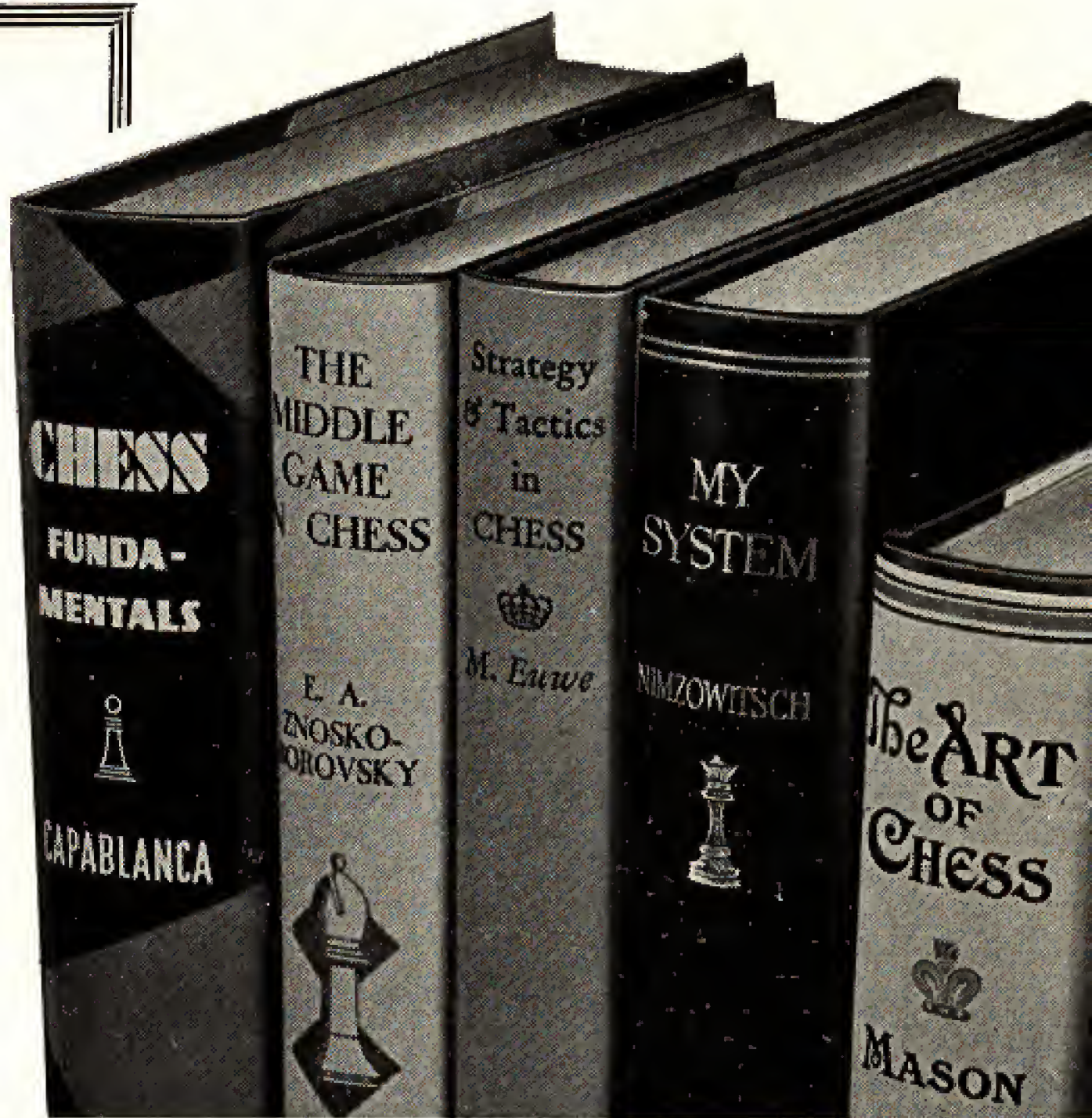
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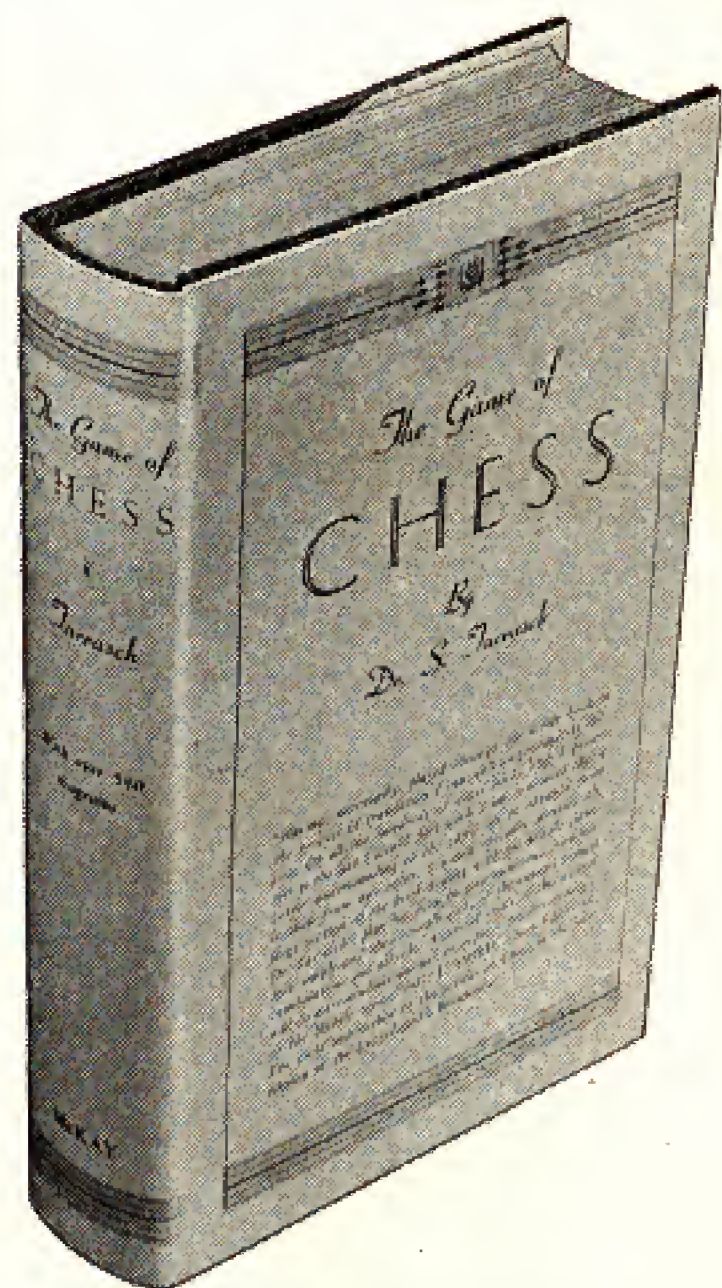
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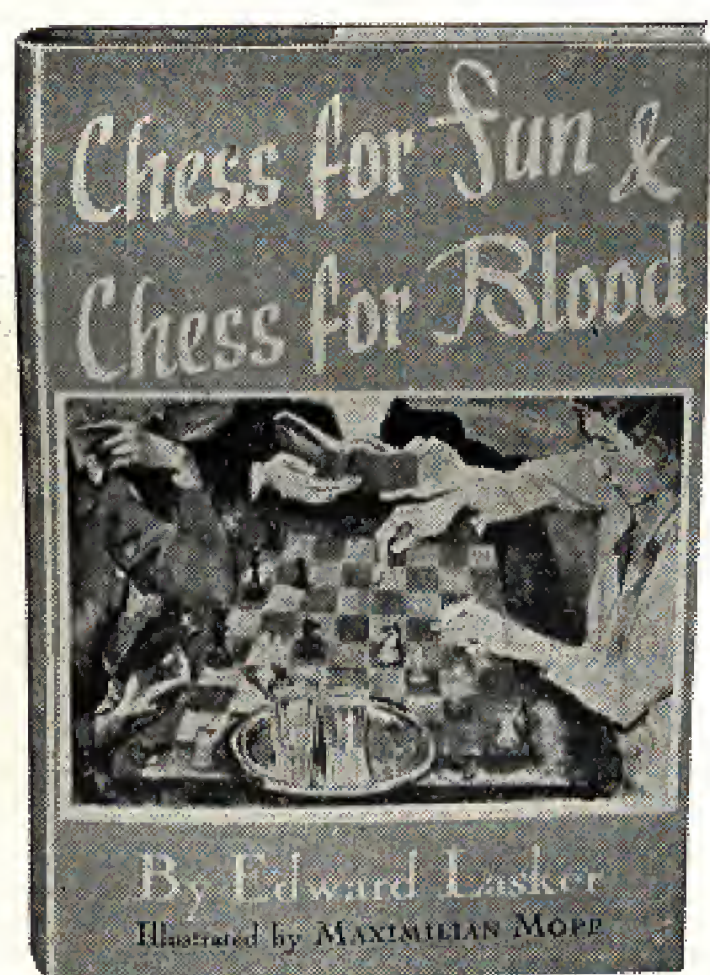
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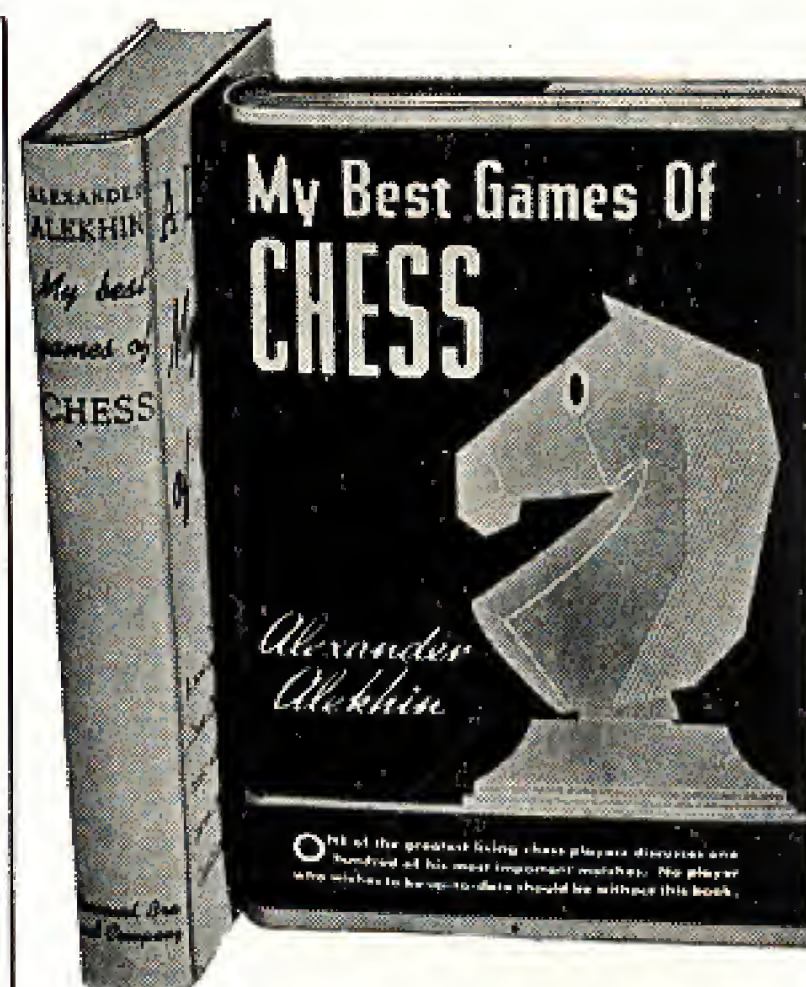
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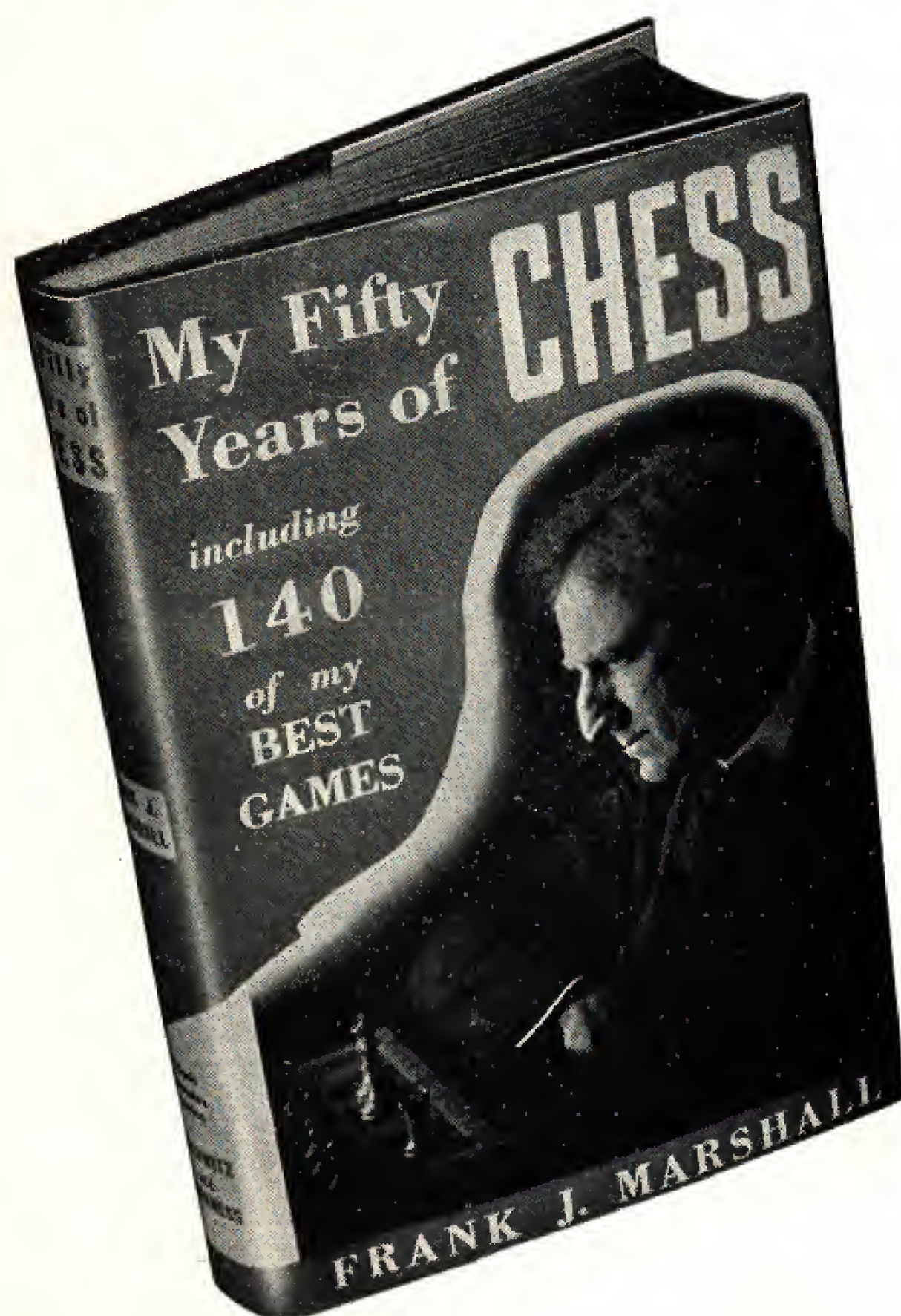
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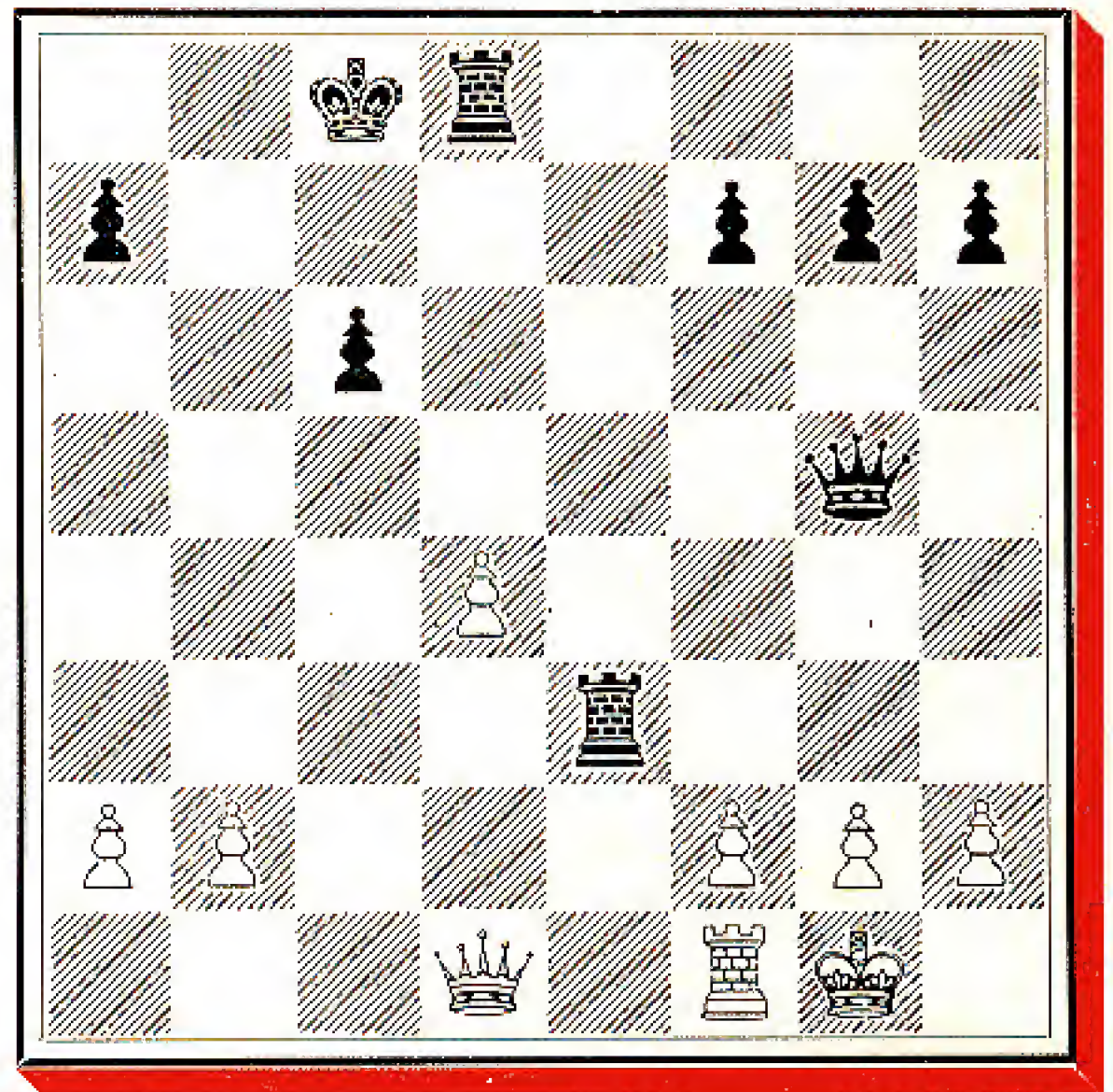
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White to Play

- | | |
|-----------|-------|
| 1 Q—B1!! | R x P |
| 2 P x R! | R—Q2 |
| 3 Q x Pch | K—Q1 |
| 4 R—B4!! | P—B4 |
| 5 Q—B5! | Q—K2 |

White has forced the exchange of Queens. The game is by no means over but White has maintained his advantage and eventually wins. Annotations (omitted here) show that Black's responses are practically forced.

If White had played the "obvious" 1 P x R, then 1 . . . Q x Pch; 2 K-R1, Q x P and *Black* would have obtained the advantage.

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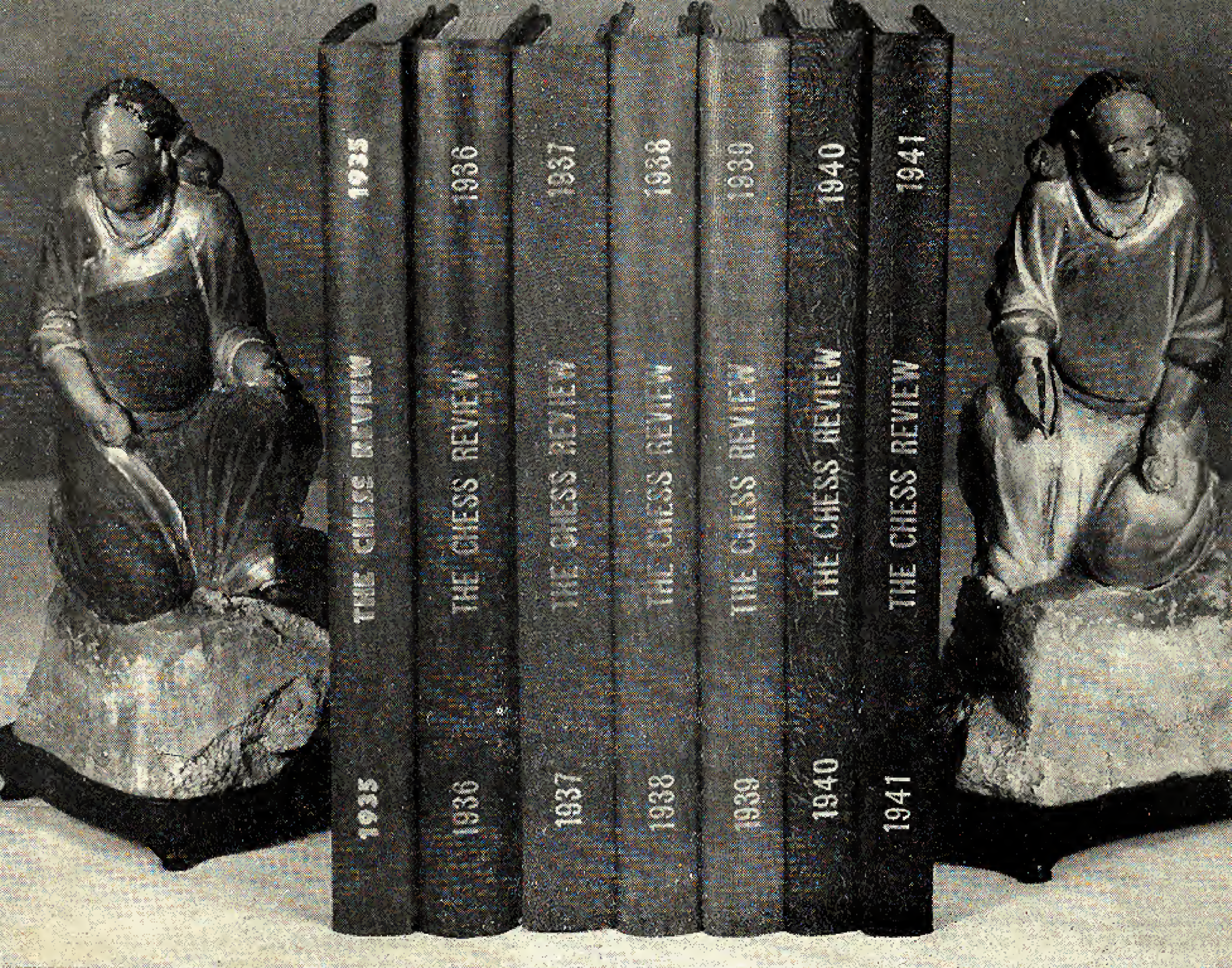
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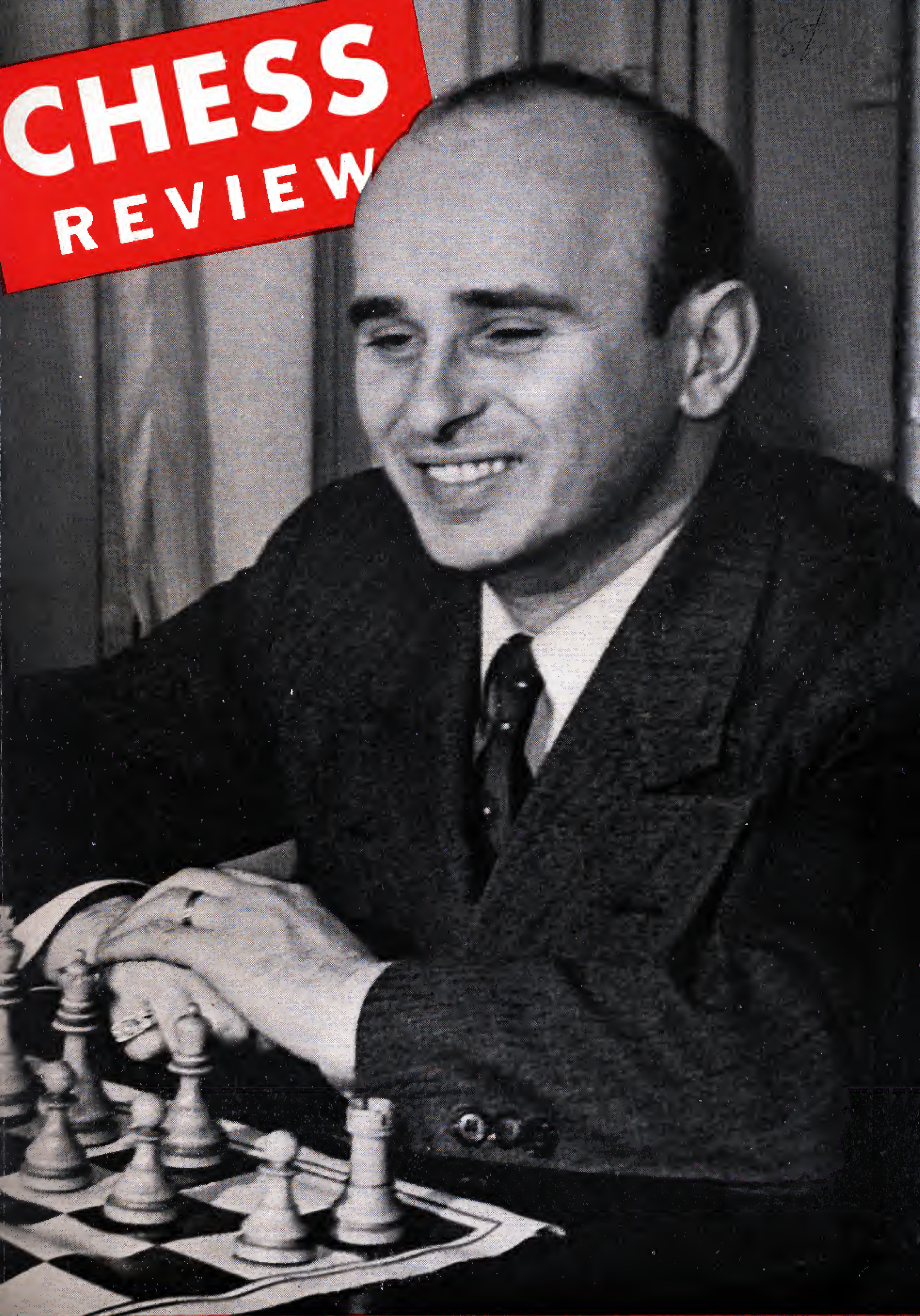
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Starts Next Month in the
March Chess Review

LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

ALEKHINE

Sirs:

Why not dispense with the
soap-box speeches for and
against Mr Alekhine?

Arts and Sciences have out-
lived the past petty hatreds of
men and nations. They will
continue to do so only if their
followers are intelligent enough
to accept all worthy contribu-
tions without prejudice or jeal-
ousy.

GENE F. ROSE

Glassport, Pa.

Additional letters on this sub-
ject increase the large percent-
age in favor of continuing to
publish the games of World
Champion Alekhine. The dis-
cussion is ended.—Ed.

AMATEUR TOURNEY

Sirs:

In the November issue of
CHESS REVIEW I noticed that
preliminaries were being held
for the United States amateur
chess championship at the Man-
hattan Chess Club in New York
City. On receiving the Decem-
ber issue I noticed that this
final tournament had been held
and the winner, E. S. Jackson,
Jr. acclaimed amateur Chess
Champion of the United States.

While there can be little doubt
that Mr. Jackson is a very fine
chess player, to go quite so far
as to recognize the winner of
this localized tournament as the
amateur chess champion of the
United States seems to me to
be quite elastic indeed; espe-
cially when the greater portion
of the players appeared to be
made up of those who are for-
tunate enough to live within
easy commuting distance of
New York City. The winner,
therefore, should be acclaimed
amateur chess champion of New
York and not the entire country.

We have some fine chess play-
ers in New England, Boston as
the great center, but Maine not
to be entirely excluded. During
wartime, however, to travel any
distance to New York is virtual-
ly impossible considering that
many eligibles are undoubtedly
working in war plants and can-
not leave their positions long
enough to enter a tournament
at any great distance. There
are also many fine players in
Texas, Minnesota, Missouri, Cal-
ifornia, etc. which naturally
because of their remoteness,
could not possibly be considered

in this event. While it would
be generous indeed to say that
these players could have en-
tered if they desired, in the pre-
liminaries, common sense goes
one step farther and gives the
answer.

If the country wants an Amateur
Chess Champion, which would
be acceptable to the entire coun-
try, then a tournament should be
held in every state in the union
and the winners entered in a
sectional tournament of five or
six of the nearest states, and
the winners of these events play
a tournament for the champion-
ship at a more centrally located
point than New York City.
While such arrangements would
appear little short of impossible
it would still be unfair not to
have the entire country repre-
sented. Such arrangements as
these could not be executed
overnight and would require
many months of preparation. In
this way however, the champion
would be the champion and not
merely the winner of a minor
tournament held in the city of
New York composed largely of
nearby New York talent.

CARLETON M. FENLEY

South Portland, Maine.

Players from many sections
of the country were invited to
participate in the Amateur
Tourney but only a few were
able to come. Efforts to obtain
the co-operation of State organ-
izations in promoting represen-
tative national tournaments have
met with little or no response
in the past. Nevertheless we
agree with Reader Fenley's sug-
gestions and believe they should
be acted upon. Comments are
invited.—Ed.

M. C. O.

Sirs:

In defense of M. C. O. (Mod-
ern Chess Openings), I should
like to point out to you that on
Page 255, col. 89, the correct
move, 11 P-QR4, is given. I
don't believe M. C. O. made any
transposition of moves as stated
by you in the January issue.

GEORGE STANLEY THOMAS
Burtonville, Md.

The column number, as printed
in the January issue, Page 5,
was in error. The game referred
to is given in column 84, Page
254, of M. C. O. and the moves
are transposed. Transpositions

LETTERS

(continued)

are not unusual in this book and are deliberate in most cases, when they do not affect the play, so that several games can be included in one column. Here the transposition was unfortunate, according to Horowitz.—Ed.

ENTRY

Sirs:

In your Play the Masters, December issue, I scored 72 without cheating and without having seen the game before. Where do I enter the U. S. Championship tourney?

PVT. BEN SCHILLER
Las Vegas, Nev.

We will let you know in 1944 when the next tourney is due. May Victory come before then so that you and other chess players in the armed forces will be able to participate.—Ed.

MORALE

Sirs:

Your magazine has done more toward lifting my morale than the U. S. O. or Hedy Lamarr.

CORP. ARNOLD HOROWITZ
Desert Maneuvers.

ANIMATED

Sirs:

I am a subscriber to CHESS REVIEW and find it to be the finest thing in chess I have ever seen. You have proven that Chess can be and is animated, and not a prelude to the morgue.

—JAMES M. KENT
New Haven, Conn.

VOLUME

Sirs:

I want to take this opportunity to tell you how much I appreciate your fine magazine. It is not surprising that your circulation is growing. More power to you! I especially appreciate your departments, "Chess Thrillers," by Irving Chernev and "Game of the Month" by Reuben Fine. I would like to see an enlargement of these articles, although I realize that if all the suggestions of your subscribers were carried out, you would soon be publishing a small volume each month instead of a magazine.

Thank you again for a truly great magazine.

—HARVEY H. BRIMMER, II
Washington, D. C.

MARSHALL'S MOVE

Sirs:

In the August-September issue you published an article by Edward Lasker on Marshall's New Move in the Ruy Lopez. Unfortunately (and Marshall, judging from "My Fifty Years of Chess", does not know it), the move in question was introduced by C. H. O. D. Alexander against Dulanto of Peru in the 1939 Chess Olympics at Buenos Aires. The game was published at the time in the chess column of the New York Post.

SOL WEINSTOCK
Middle Village, N. Y.

Reader Weinstock encloses the score of the game. Marshall tells us that he has been playing the move (11 . . . P-QB3) for many years, that he first thought of the idea long before 1939, has never seen the Alexander—Dulanto game. A coincidence of this nature is not unusual.—Ed.

GOOD LICKING

Sirs:

Your magazine is great! I enjoy every part of it, even the masters' games you print in it, though I can't understand the purpose of half the moves they make. Like many others I like Play the Masters the best and wish that you could put more than one such game in each issue. I'm ashamed to tell what my highest score has been, but it's under fifty, if that will help. Way under fifty! In fact it's nearer fifteen.

There are few chess players up here and in order to obtain experience, for I am a beginner to this game of chess, I have entered your Postal Tourney. I am not only getting good experience, but also a good licking. As long as I am enjoying it I don't care and I only hope it will improve my playing, if such a thing is possible.

May 1943 be your greatest year yet.

RONALD J. McKEE
Tappen, North Dakota

PROBLEMS

Sirs:

The biography of Alain White in the October issue was most enjoyable and instructive. I have heard of him ever since I became interested in problem chess and have always wanted to know more about him.

I want to compliment Rothenberg upon his successful conduct of the problem department and wish you continued success.

G. W. HARGREAVES
Auburn, Ala.

NEXT MONTH — IN THE MARCH ISSUE

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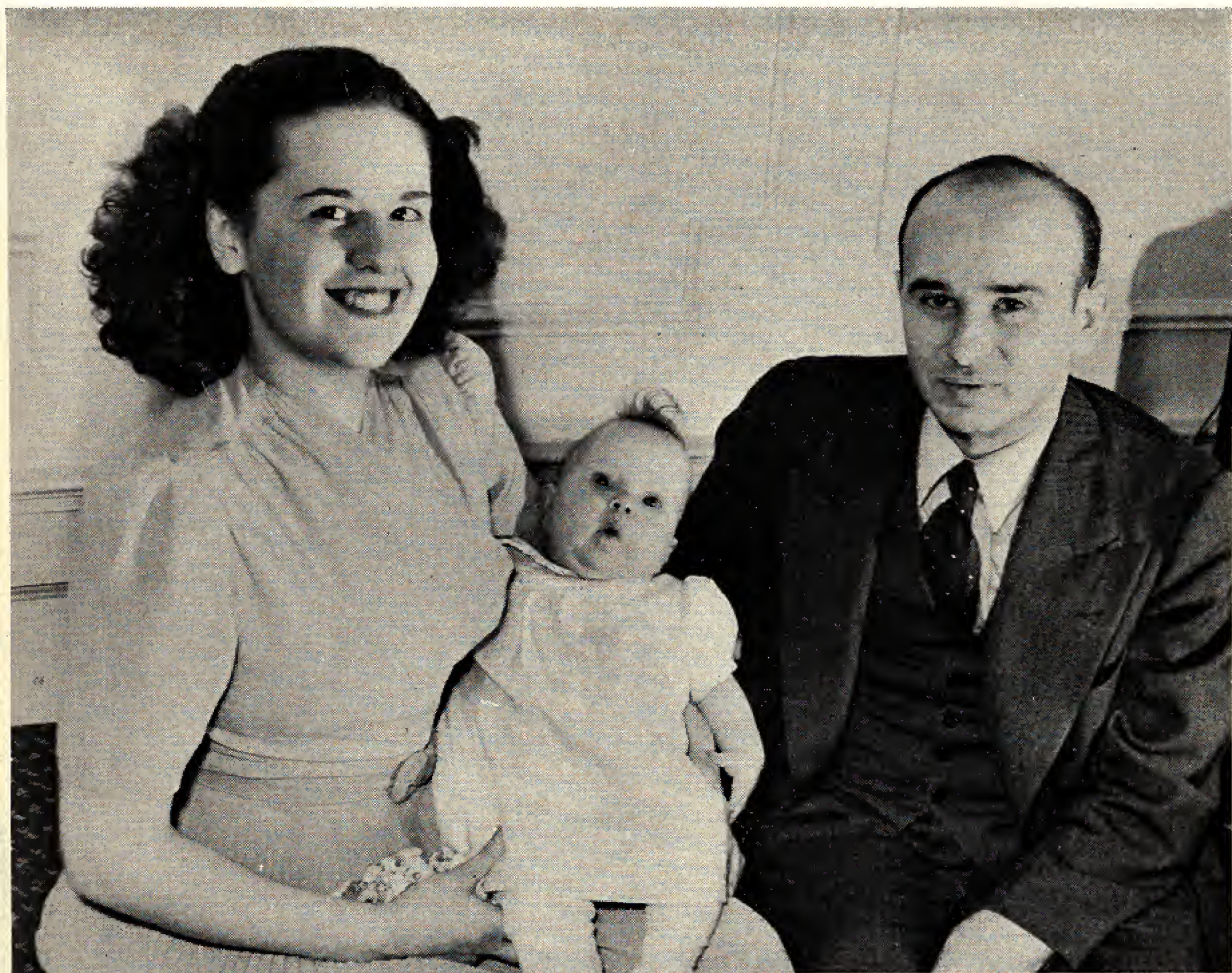
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CHESS REVIEW

. . . the picture magazine of chess



Here's the Reshevsky family looking at you! Mrs. Reshevsky, beaming happily, holds baby Sylvia. At the right is that champion chessman—the guy named Sam.

That "Guy Named Sam"

An Interview with **SAMMY RESHEVSKY** and his Family

By KENNETH HARKNESS

Last month, TIME magazine reported the outcome of the Reshevsky-Kashdan match to its readers (of whom 11 per cent play chess, according to TIME's own statement) with the following introduction:

"As wartime stay-at-homes took to their chess-boards last week, Samuel Reshevsky, onetime child prodigy, for the fourth successive time won the biennial U. S. chess championship.

"If thin-haired, bespectacled, 31-year old Reshevsky lived in present-day Russia—where chess is the national pastime and people jam the streets to watch the moves of championship matches on giant dummy boards—he would be a national hero. But in the

U. S., where chess has no more spectator appeal than calisthenics, Reshevsky is just another guy named Sam."

To TIME's editors we are grateful for their excellent report of Reshevsky's chess career, devoid of the heavy humor which usually accompanies such articles. TIME also published a photo of Reshevsky, taken when he was not so thin-haired, with fingers pressed to his temples, scowling at a chessboard.

The portrayal of Reshevsky is familiar—and substantially accurate. Many similar portraits have appeared in CHESS REVIEW. But these accounts of his chess accomplishments, these pictures of the "champion chessman" taken when he is concentrating over the board, fail to tell the whole story of that "guy named Sam."

Doesn't he ever smile? Is he just an inhuman thinking machine? What kind of guy is he, anyhow? The best answers to these questions are given in the pictures which appear on these pages and on the front cover, taken when your reporter and CHESS REVIEW photographer Ned Goldschmidt visited Reshevsky and his family at their home in Brooklyn, the day after the final game of the play-off match.



"Sylvia really smiles and laughs all the time," says Mrs. Reshevsky. "I don't know why she won't smile now."

When you see Reshevsky in his home, with his wife Norma, his baby daughter Sylvia, and his father, you see a smiling, intensely human, extremely happy young man. Marriage and fatherhood have mellowed America's No. 1 chessplayer, made him more friendly, more considerate of others, given him a new ambition and interest in life. With a ready and sharp wit, he talks freely about his family, his job and his chess.

To quote again from TIME, "child prodigies often grow up distorted." It is true that Reshevsky's extraordinary childhood career left its mark on him. Hailed as a boy wonder at the age of five, he spent eight years of the most formative period of his life touring the continent of Europe, Great Britain and the United States, giving simultaneous exhibitions. Constantly on public view, with no opportunity for a normal education until late in life, taught by his manager to consider himself invincible, is it any wonder that Sammy developed a somewhat "cocky" front to hide his true emotions, grew up with a rather hard, commercial attitude towards chess? Underneath this exterior, by which he has often been harshly judged, Sammy is actually a shy and self-conscious person. When you break down his reserve and penetrate the defenses he has unconsciously set up about himself, you find a loyal and affectionate friend.

Sammy's attitude towards chess is at once his strength and his weakness. TIME erred when it said that Reshevsky plays rapid transit chess for recreation. He never plays chess of any kind for recreation. Although the game is part of his very being, his upbringing has made him regard chess as a means of livelihood, a serious business involving a great deal of hard work and effort. Imbued with a fierce, competitive spirit, Reshevsky doesn't "play" chess; he works at it. So far as I know,

Sammy's only recreations are table tennis and contract bridge. He loves bridge and plays it extremely well. Before his marriage he played almost every night. Nowadays, however, he has to get up at six every morning to go to his work (he is employed in the Personnel department of the Lummus Company of New York) and spends most of his evenings at home.

While baby Sylvia was being readied for the camera, I asked Reshevsky whether he had made any preparations for his match with Kashdan.

"I prepare for all matches and tournaments," he answered, and went on to explain that he had played the Steinitz Defense Deferred in the early games as the result of much study. He did not change because there was anything wrong with his lines (Sammy hates to admit that he was ever wrong, or had a lost game!) but because he discovered a new line in the defense he played later in the match.

"You will notice," he added, "that Kashdan stopped playing the Ruy after that and switched to a Queen's Pawn Opening."

I then asked Sammy a question which had been bothering me (and many others) for a long time:

"Why do you sit for an hour or more over one move and invariably get into time trouble?"

"Well, he answered, "I've heard people say I do it deliberately, just to rattle my opponent and make him blunder—but that's silly! Why should I make it difficult for myself? All you have to do is look at the two games I lost to Kashdan. Both were lost on blunders I made when I was in time trouble."

"Why do you do it, then?" I asked him.

"To exhaust all the possibilities in the position."

"What do you mean by that?"

"Well, I consider all the best lines for my opponent and myself and work out all the possible variations. I want to be quite sure of what I am doing."

"How far ahead do you analyze?"

"Oh, I can see 20 moves ahead quite easily."

"You mean with all variations?"

"All variations of the best lines, yes. That's how I am able to play the final moves quickly. I know exactly what I'm doing. The only trouble is that my opponent doesn't always play one of the best defenses and I've done all that work for nothing."

"Is that when you are likely to blunder yourself?" I asked him.

"Sometimes. But the fact that he is playing an inferior defense makes it easier."

At this point, Mrs. Reshevsky announced that Sylvia was ready for the camera and I had time for just one more question.

"What do you think happened to Kashdan?" I asked Sammy. "He started out like a house afire and then seemed to collapse."

"Sometimes it looks like that," he answered. "He certainly played very well in the first few games—but I think my own play later had something to do with it. I rounded into form and wasn't so easy to beat!"

"It's the same way with other players," he continued. "You often hear that Capablanca, for instance, fell off and played badly in his last years. Personally, I don't think he fell off much. He played just about the same as he ever did—but the younger masters just played stronger and better."

Reshevsky would not talk about his future plans but the chess world is looking forward to the time when America's fighting chess champion will play a match with Reuben Fine, his strongest rival in this country.



The interview over, Mrs. Reshevsky made coffee for everybody, served it in the kitchen. Before leaving, we asked Sammy to show us one of his games—the one he liked best. He picked his game with Alekhine at Nottingham, 1936. (See 1936 CHESS REVIEW, Page 227—plug.)

To play over the game, Sammy had to borrow one of our Eezy-Play Pocket Sets (Plug No. 2) because, believe it or not, the chess champion of the United States doesn't own a chess set!

—CHESS REVIEW Photos by Ned Goldschmidt



Final Games of the U. S. Championship Match

Annotated by

I. A. HOROWITZ

These concluding games of the Reshevsky-Kashdan Title Play-Off Match were played at the Henry Hudson Hotel, New York, under the auspices of CHESS REVIEW.

Game No. 10

GRUNFELD DEFENSE

| I. Kashdan | S. Reshevsky |
|------------|--------------|
| White | Black |
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-KKt3 |
| 3 Kt-QB3 | P-Q4 |
| 4 B-B4 | B-Kt2 |
| 5 P-K3 | P-B3 |

Recommended as best. Yet it brings to mind the story of the amateur who religiously followed the recommended line—and lost. He complained to the authority and was told: "Yes, that is the variation we recommend, but this is the one we play!"

5 . . . O-O followed by . . . P-B4 is the only continuation in the spirit of the opening.

The Grunfeld Defense will live or die, depending on Black's ability to enforce . . . P-QB4 in the early stages of play.

| | |
|----------|--------|
| 6 Kt-B3 | O-O |
| 7 Q-Kt3 | PxP |
| 8 BxP | QKt-Q2 |
| 9 O-O | Kt-Kt3 |
| 10 B-K2 | B-K3 |
| 11 Q-B2 | QKt-Q4 |
| 12 B-K5 | B-B4 |
| 13 Q-Kt3 | Q-Kt3 |

Black's forces are completely mobilized, but White's extra center pawn (KP and QP vs. KP) give him the edge.

| | |
|----------|---------|
| 14 B-QB4 | KtxKt |
| 15 PxKt | |

Further strengthening the center. 15 QxP maintaining the open QB file, is a good alternative.

| | |
|------------|---------|
| 15 | Kt-K5 |
| 16 Q-R3! | |

A good post. The pressure exerted on the long diagonal puts Black on the defense.

| | |
|------------|------|
| 16 | BxB |
| 17 KtxB | Q-B2 |

18 QR-Q1?

Ill-conceived. 18 P-B3 would have put to rout the only developed Black pieces. If then 18 . . . Kt-Q7?; 19 BxPch, RxB; 20 R-B2 wins. And if 18 . . . Kt-Q3; 19 B-K2 followed by P-K4 is overwhelming.

This technical inexactitude is the beginning of White's downfall.

18 Kt-Q3
19 B-Kt3

Not a good choice. 19 B-K2 is preferable as the subsequent play will bear out. On its present square the Bishop is molested in short order.

19 P-QR4

Threatening to embarrass the Bishop.

20 Q-B1 P-R5
21 B-B2 P-B4
22 BxB KtxB
23 P-K4

Double-edged. The move gains ground in the center but weakens the pawn structure.

23 PxP
24 Kt-Kt4?

24 Q-B4 permitting the consolidation of the center pawns was in order. However, White banks on a Kt maneuver (Kt-Kt4-K3-Q5) to prove effective. When this plan fails, his Pawns crumble.

24 Kt-Q3
25 RxB

Forced. Otherwise a Pawn falls.

25 QR-B1

Reshevsky plays simply and directly. With a safe lead on the score he is content to draw. Otherwise, he should make some effort to capitalize and exploit the weak Pawns in more effective fashion, without permitting simplification. 25 . . . KR-B1! is good.

26 Kt-K3

White had overrated this move. If now 26 . . . QxP; 27 QxQ, RxQ; 28 Kt-Q5!

26 RxB was comparatively best.

26 Kt-Kt4

For if 27 Kt-Q5, KtxR; 28 KtxQ, Kt-K7ch wins.

27 R-B4 Q-K4
28 P-B4

Feinting a faint counter-attack. But White is at a loss for a good continuation. If 28 RxB, KtxP wins.

28 Q-K3
29 P-B5

"Throwing caution to the winds, and the devil take the hindmost."

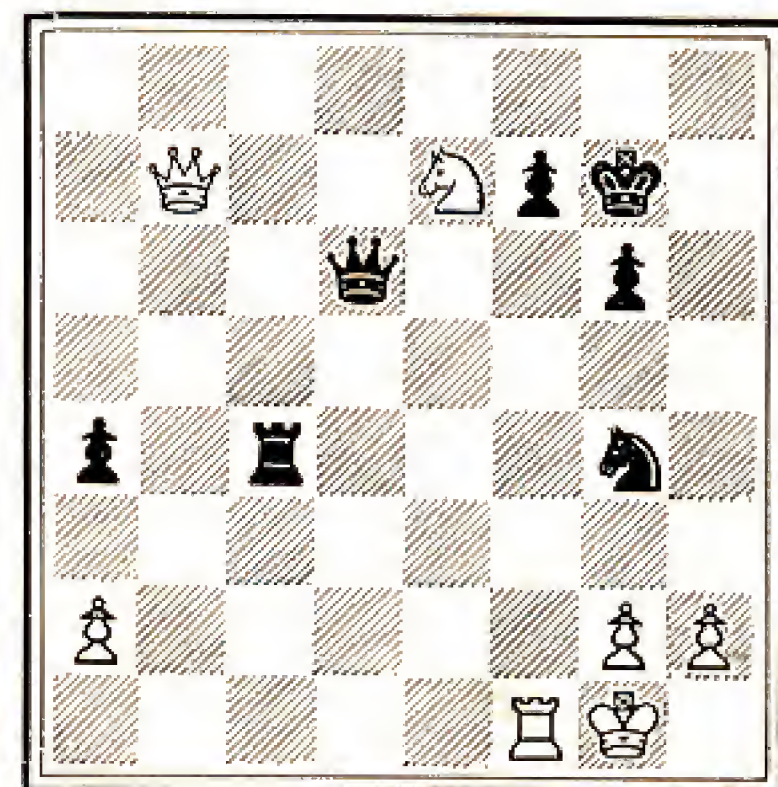
29 Q-Kt3
30 RxB RxB
31 P-B4 Kt-Q3

Relentlessly pursuing the straggling Pawns. One must fall.

32 K-R1 KtxKP
33 Kt-Q5 Q-Q3

Naturally not 33 . . . Kt-B7ch; 34 RxB, QxR; 35 KtxPch, etc.

34 PxP RxB
35 Q-Kt1 RxB
36 QxP Kt-B7ch
37 K-Kt1 Kt-Kt5
38 KtxPch K-Kt2



39 Q-Kt2ch

The position is hopeless. But there was still an outside try: 39 RxBch, KxR; 40 Kt-B8ch, K-Kt1? (40 . . . Q-B2 is best but note that White dare not capture the Q on account of a mate at B8); 41 Q-B7ch!., KxQ; 42 KtxQch, followed by 43 KtxR!

39 P-B3

White resigns as the Knight is lost.

QUEEN'S GAMBIT DECLINED

| S. Rehevsky | I. Kashdan |
|-------------|------------|
| White | Black |
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-QB3 |
| 3 Kt-KB3 | Kt-B3 |
| 4 Kt-B3 | PxP |
| 5 P-K3 | |

Equally satisfactory are 5 Kt-K5 and 5 P-QR4.

| | |
|---------|--------|
| 5 | P-QKt4 |
| 6 P-QR4 | P-Kt5 |
| 7 Kt-R2 | P-K3 |
| 8 BxP | QKt-Q2 |
| 9 O-O | B-Kt2 |
| 10 Q-K2 | P-B4 |
| 11 R-Q1 | PxP |

A digression from "book" intended to lessen the tension in the center.

A survey of the prospects discloses a superior development for Black (note White's Kt out on a limb at R2) counterbalanced by Black's advanced KtP, which will require constant protection and will remain a weakness.

| | |
|----------|------|
| 12 KKtxP | B-B4 |
|----------|------|



| | |
|-----------|------|
| 13 Kt-Kt3 | |
|-----------|------|

The problem was to appraise and select one of a number of continuations: (a) 13 B-Q2, BxKt (if ... P-QR4; 14 B-K1, followed by 15 Kt-B1, 16 QKt-Kt3, 17 P-B3, 18 B-B2 and 19 P-K4ch); 14 PxP, P-QR4. In this variation White's isolated QP in a measure offsets his advantage of the two Bishops.

(b) 13 P-QKt3 and 14 B-Kt2. The drawback of this line is the weakness created at White's QB3, which Black may be able to exploit during the future course of the game.

(c) 13 BxP, PxP; 14 KKtxP. But this appears to be nothing more than a "flash in the pan."

(d) The textmove in conjunction with the following move, which aims to isolate and gain Black's QKtP.

| | |
|---------|--------|
| 13 | B-K2 |
| 14 P-R5 | O-O |
| 15 B-Q2 | Q-Kt1! |

For if now 16 KtxP, BxP!; 17 Kt-R6, Q-Kt2.



The final handshake! Kashdan (right) has just resigned the 11th game of the match and congratulates Reshevsky on his victory. With the score 7½ to 3½ Reshevsky was 4 up with only 3 to go. The remaining three scheduled games were called off.

—CHESS REVIEW Photo by Ned Goldschmidt

| | |
|---------|------|
| 16 P-R6 | |
|---------|------|

16 Q-K1 is consequent but invites unpredictable complications: 16 ... Kt-K4; 17 B-K2, B-Q4 (if instead either Kt to Kt5; 17 P-B4 maintaining the K side position intact, and still menacing the KtP.); 18 Kt-Q4, P-Kt6; 19 Kt-QB3, and the KtP is by no means safely ensconced, and its defense will deflect force from other critical fields.

| | |
|---------|------|
| 16 | B-Q4 |
|---------|------|

If 16 ... B-B3; 17 Kt-R5!

| | |
|--------|-----|
| 17 BxB | PxB |
|--------|-----|

17 ... KtxP is also playable, but the textmove restrains White from liberating his Bishop with P-K4.

| | |
|--------------|-------|
| 18 Kt-Q4 | Q-Kt3 |
| 19 Kt-B1 | Kt-B4 |
| 20 Kt(1)-Kt3 | KR-Q1 |

Overprotecting the QP in order to free the KKt for action. However, 20 ... KR-B1 with an eye to the possibility of anchoring the

Rook at B5 and the later doubling of Rooks, is more aggressive.

| | |
|----------|------|
| 21 Kt-R5 | |
|----------|------|

The threat of Kt-B6 is easily parried. Nevertheless, it is difficult to suggest a constructive plan, and both sides resort to a bit of sparring for an opening.

| | |
|---------|--------|
| 21 | KR-QB1 |
|---------|--------|

Not 21 ... QR-B1; 22 BxP, QxB; 23 Kt(5)-B6, RxKt; 24 KtxR, Q-K5; 25 KtxR and White has a definite advantage.

| | |
|-----------|------|
| 22 KR-QB1 | |
|-----------|------|

Not 22 BxP, QxB; 23 Kt(5)-B6, RxKt; 24 KtxR, Q-K5 wins.

| | |
|--------------|--------|
| 22 | B-B1 |
| 23 Kt(5)-Kt3 | KKt-K5 |
| 24 B-K1 | KtxKt |
| 25 KtxKt | Kt-B4 |

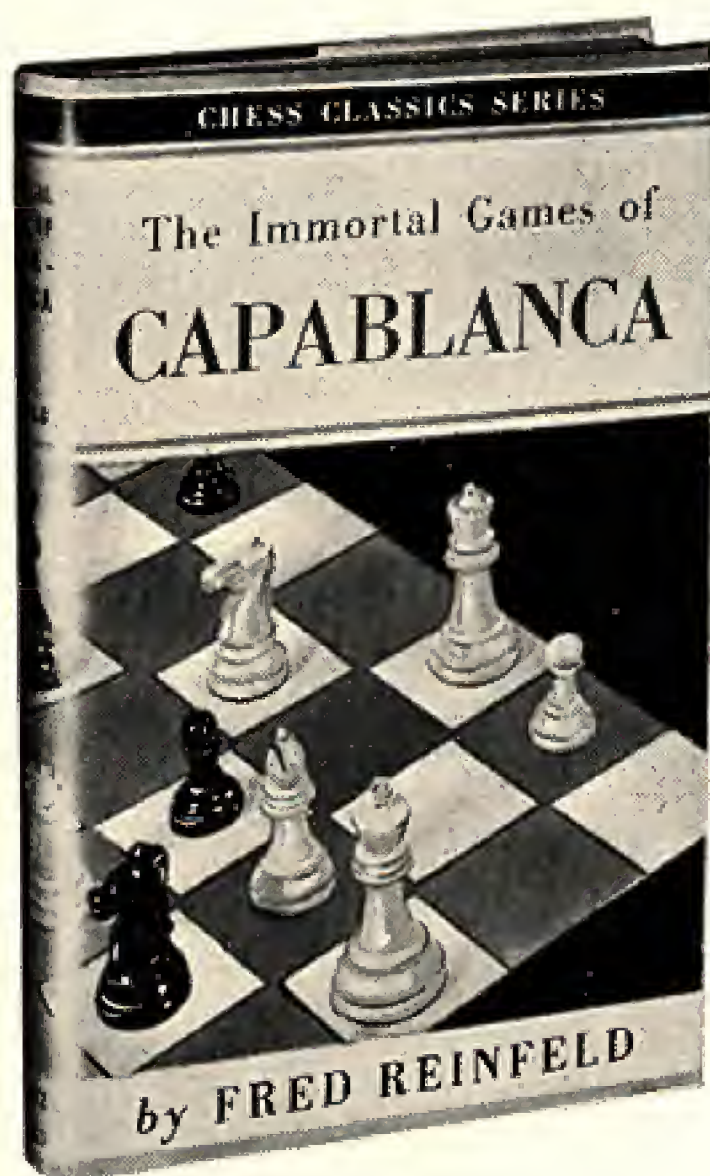
Black plays to simplify as he banks on the weakness of White's QRP.

(continued on next page)

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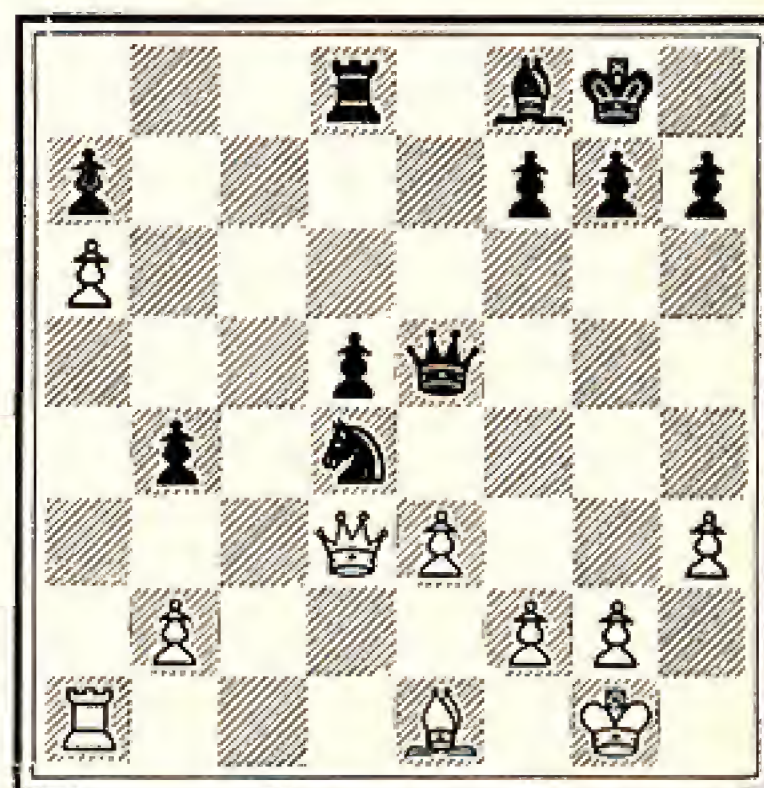
(continued from preceding page)

| | |
|-----------|-------|
| 26 Kt-Q4 | Kt-K3 |
| 27 Kt-Kt3 | R-B2 |
| 28 RxR | KtxR |
| 29 Q-Q3 | R-Q1 |
| 30 Q-Q4 | Q-Kt1 |
| 31 P-R3 | Kt-K3 |
| 32 Q-Q3 | Q-K4 |

Black's position has become somewhat more dominating in the last several moves.

| | |
|----------|-------|
| 33 Kt-Q4 | KtxKt |
|----------|-------|

But this exchange is based on a fallacy: Kashdan expects to inherit and capitalize the QB file, paying insufficient attention to his own weaknesses. First, 33 . . . R-QB1 would give him the proper timing for the execution of his tactical threats.



| | |
|---------|------|
| 34 QxKt | QxQ |
| 35 PxQ | R-B1 |
| 36 R-R5 | |

This penetration is dangerous.

| | |
|---------|------|
| 36 | R-B7 |
|---------|------|

36 . . . R-B3 probably would hold the position together. Kashdan's judgment or mathematics has deserted him.

| | |
|----------|-------|
| 37 RxP | RxKtP |
| 38 R-Q7! | R-Kt8 |
| 39 K-B1 | P-Kt6 |
| 40 RxRP | P-Kt3 |
| 41 R-Kt7 | R-R8 |
| 42 RxKtP | |

Thus White emerges with one Pawn plus.

| | |
|----------|--------|
| 42 | RxP |
| 43 R-Kt8 | K-Kt2 |
| 44 K-K2 | R-R7ch |
| 45 K-Q3 | R-R6ch |
| 46 B-B3 | B-Q3 |

Here the game was adjourned: On resumption of play Reshevsky makes the extra Pawn count in short order.

| | |
|-----------|---------|
| 47 R-Kt2 | B-K2 |
| 48 K-B4 | R-R5ch |
| 49 K-Kt5 | R-R8 |
| 50 P-Q5ch | K-B1 |
| 51 K-B6 | R-R1 |
| 52 B-K5 | R-B1ch |
| 53 B-B7 | B-B3 |
| 54 R-Kt8 | RxR |
| 55 BxR | B-Q5 |
| 56 B-Q6ch | K-Kt2 |
| 57 B-B5 | Resigns |



Members of the Bronxville Chess Club watch Blindfold Champion George Koltanowski (seated) as he explains one of the eight games he played in an exhibition at the Hotel Gramatan. Standing, left to right, are H. Minot Pitman, Allan R. Campbell, Henry R. Turnbull, Karl Kalmbach, Lewis A. R. Innerarity and Rosser Reeves.

Koltanowski Displays Blindfold Skill

Nearly 100 chessplayers from various parts of Westchester County, including Mount Vernon, Yonkers, New Rochelle, Tuckahoe, Port Chester, Scarsdale and Fleetwood, were on hand to witness an exhibition of blindfold play by GEORGE KOLTANOWSKI, world champion of *sans voir* chess, at the Hotel Gramatan, Bronxville, on Saturday, January 30th.

Able promoted by advertising man ROSSER REEVES, an ardent chess enthusiast, the exhibition was held under the auspices of the Bronxville Chess Club (which meets every Saturday at the Gramatan) in a worthy effort to stimulate chess interest in the neighborhood and inaugurate a Westchester Chess League.

The blindfold champion, formerly of Belgium and now a resident of Milwaukee, scored six wins, lost one game and drew one. Alfred Pierce, Jr., of Lexington, Mass., was the only man to defeat Koltanowski, as the result of an oversight by the exhibitor. Reeves held the master to a draw by skillful play in a French Defense.

During the intermission, Koltanowski gave an exhibition of mental gymnastics which never fails to delight spectators. Members of the audience were

asked to write down whatever they pleased on the 64 squares of a large chessboard—names, cities, telephone numbers, etc. A player then placed a Knight on his selection of any square on the board. While blindfolded, Koltanowski then made a complete "Knight's Tour" of the board, covering each of the 64 squares without repetition, and called off the numbers or names written on each square.

Koltanowski and World Chess Champion A. Alekhine are the leading modern exponents of simultaneous blindfold play. The former claims the title for this type of chess as the result of his exhibition at Edinburgh, in 1937, when he played 34 games at one time, without sight of board, winning 24 and drawing 10. This surpassed Alekhine's mark of 32 games in a remarkable exhibition at the Chicago Fair in 1933.

As it is difficult to compare the strength of the opposition in these exhibitions, the only way to determine which of these two masters is actually the better player of blindfold chess would be by match play on about ten boards. Until such a match can be arranged, the world title belongs to Koltanowski.



Game of the Month

by

REUBEN FINE

Grandmaster Fine explains and annotates the outstanding game of each month in this popular department—an exclusive CHESS REVIEW feature.

I do not know whether either of the principals in our game this month took part in the incredible epic of Stalingrad. But since chess means so much to the Russians, perhaps we would not be wrong if we looked upon this masterpiece as an expression—on an infinitely small scale, of course—of the spirit which led them to defy superhuman odds to win one of the most amazing battles of history.

Ragosin has long been one of Russia's outstanding masters. He has many brilliant victories to his credit, including some against Lilienthal, Flohr, Reshevsky and many other international stars. He has always been bold, original and resourceful. In this game, he shows all of these qualities and more—his masterful combination of offensive and defensive place his achievement here among the most beautiful of all time.

ENGLISH OPENING Sverdlovsk, 1942

| G. V. Bastrikoff White | V. Ragosin Black |
|---------------------------|---------------------|
| 1 P-QB4 | P-K4 |
| 2 Kt-QB3 | Kt-KB3 |
| 3 Kt-B3 | Kt-B3 |
| 4 P-Q4 | P-K5 |

4 . . . PxP is theoretically satisfactory, though Botvinnik has scored some notable successes against it. Ragosin is fond of experiments.

5 Kt-Q2

Everybody ought to know the trappy 5 Kt-KKt5!?, P-KR3!; 6 KKtxKP, KtxKt; 7 KtxKt, Q-R5!, regaining the Pawn with a good game.

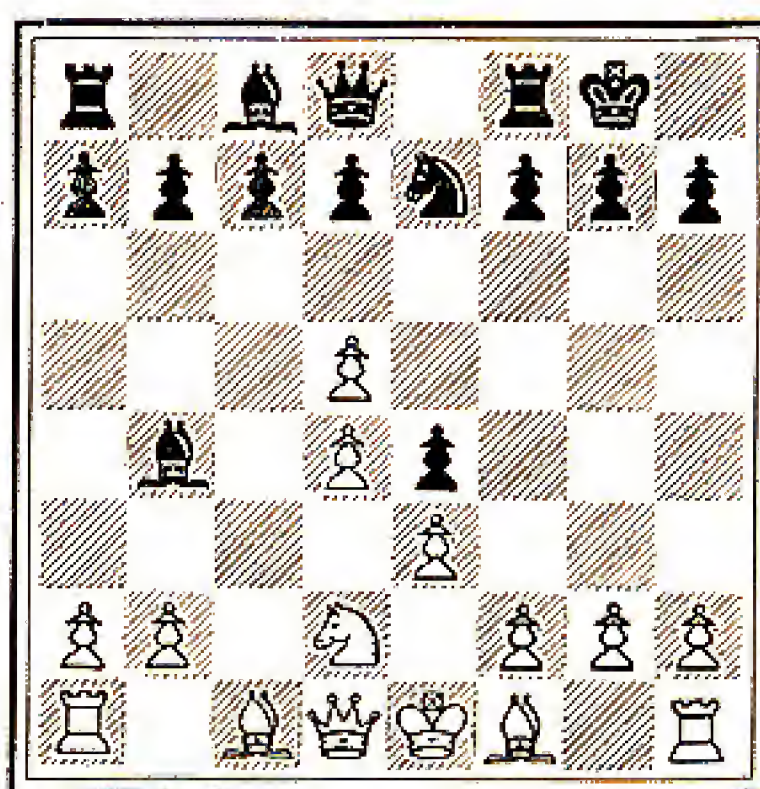
5 B-Kt5!

The alternatives are the speculative 5 . . . P-K6, and the over-cautious 5 . . . KtxP; 6 KKtxP, Kt-K3; 7 P-KKt3, with advantage to White in both cases.

6 P-K3 O-O
7 Kt-Q5

More logical is 7 P-KKt3, to develop and continue the pressure against the KP.

7 KtxKt
8 PxKt Kt-K2



9 Q-R5!

A vigorous conception. On 9 B-B4 instead, 9 . . . P-QB3 breaks up White's center without any compensation.

9 P-QB3

On 9 . . . P-KKt3; 10 Q-K5 is powerful, for if then 10 . . . P-KB4; 11 B-B4, P-Q3; 12 Q-Kt3 with excellent attacking chances.

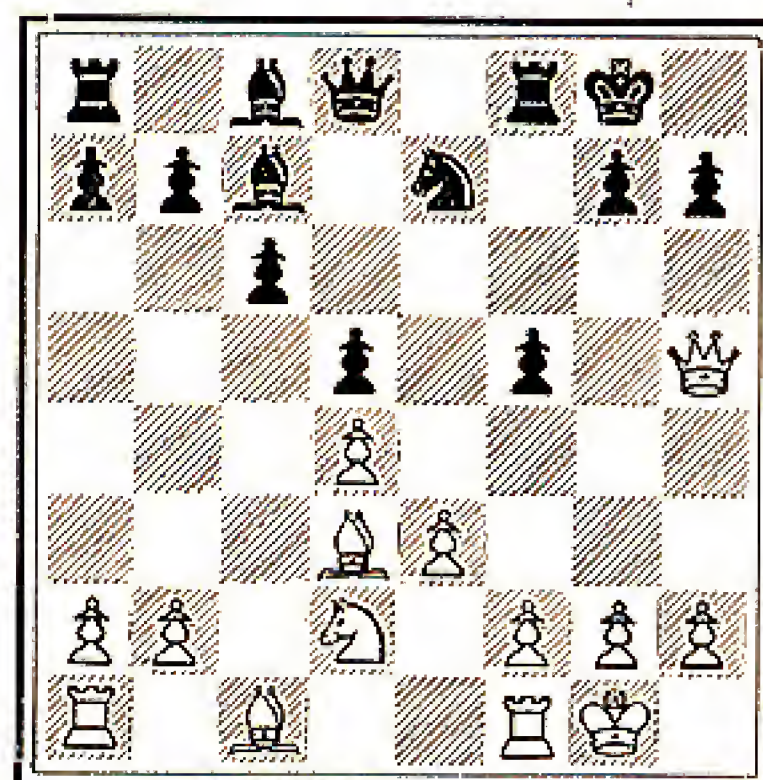
10 P-Q6! BxP

There is no point to playing to win the Pawn. If 10 . . . Kt-Q4; 11 P-QR3, Kt-B3; 12 Q-K5!, R-K1; 13 Q-Kt3 Black remains cramped.

11 KtxP B-B2
12 B-Q3 P-KB4
13 Kt-Q2

More aggressive is 13 Kt-KKt5, P-KR3; 14 Kt-R3, P-Q4, though Black's position remains excellent. With the line chosen White hopes to settle his Kt at K5—but for that too 13 Kt-Kt5-KB3 would have been preferable.

13 P-Q4
14 O-O



Ragosin must now make a crucial decision: whether to develop simply, with fairly even prospects (though White will have the better ending because of the minority advance on the Q-side) or attack at the cost of opening his own position somewhat. Naturally, he chooses the latter.

14 P-KKt3
15 Q-R4 P-B5!
16 Kt-B3 PxP
17 Kt-Kt5! P-KR4!

All this must have been foreseen on his 14th move. The alternative 17 . . . PxPch?; 18 Rxp, P-KR4 fails against the brute sac-

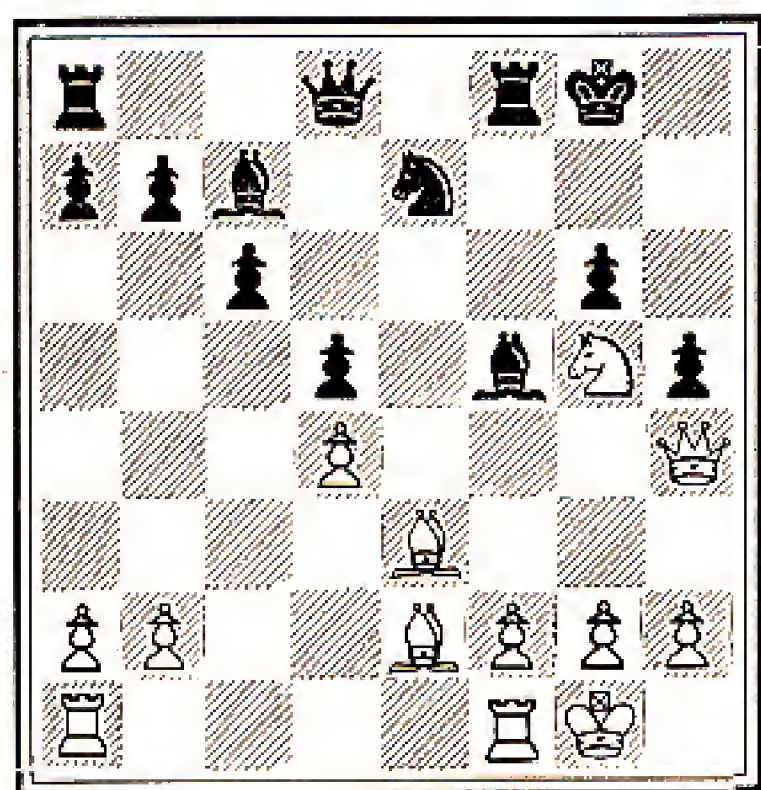
rifice 19 BxP!, for if 19 . . . KtxB; 20 QxP, R-B3; 21 Q-R7ch, K-B1; 22 QxKt! with an easy decision (22 . . . BxPch; 23 K-B1!).

18 BxKP

Now, however, 18 BxKtP? would run aground because of 18 . . . KtxB; 19 QxP, R-B3, as the KB file is not open: if 20 PxP, RxRch; 21 KxR, Q-B3ch; 22 K-Kt1, Kt-B1 and Black has nothing to fear.

18 B-B4
19 B-K2

Bastrikoff can hardly be taken to task for not foreseeing his opponent's magnificent defense, which involves leaving a piece en prise for five moves! Nevertheless, the alternative 19 QR-Q1 was objectively much better and quite adequate to preserve at least equality: 19 . . . BxB; 20 RxB, Kt-B4; 21 Q-R3 with satisfactory counter-chances.



19 Q-Q3!

The beginning of one of the most brilliant combinational sequences ever seen.

20 P-KKt4! Q-B3!!

The first ingenious point: On 21 PxP, KtxP; 22 Q-R3, KtxB; 23 QxKt, QR-K1!; 24 Q-Q2, B-B5, Black has an easy win.

21 P-B4

Renewing the threat. The alternative 21 PxP, PxP; 22 QxP, K-Kt2 opens too many lines for Black.

21 QR-K1

This is so obvious, in contrast with the other features of the combination, that an exclamation mark would damn Black with faint praise.

22 P-KR3 Kt-B1
23 Q-B2

Hoping that Black will finally be compelled to try 23 . . . PxP; 24 PxP, B-Q2, when QR-K1, followed by K-Kt2, R-KR1, would give White a strong attack. But Ragosin replies: "I have just begun to combine!"

23 B-Kt3!

Another nasty idea: he intends . . . RxB followed by . . . BxP.

24 QR-Q1

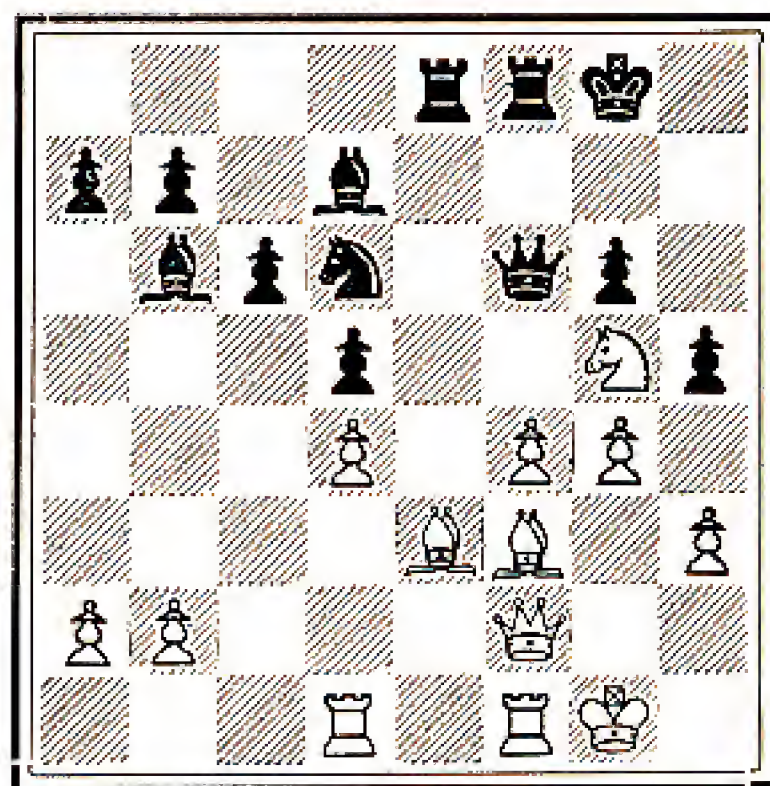
Holding the QP. Now the B will surely go away? Nichevo — he knows not the meaning of retreat.

24 Kt-Q3!!

So that if 25 PxP, KtxP; 26 B-B1, KtxP is crushing.

25 B-B3 B-Q2

Black finally decides to yield, though he is not, strictly speaking, compelled to do so. For a waiting move such as 25 . . . K-Kt2 would be met by 26 PxP, KtxP; 27 B-B1!, BxP; 28 RxB, KtxR with Rook and two Pawns for the two pieces. But what counts is that the initiative would then pass over to White.



To appreciate the effect of the combination the present position should be compared with that six moves earlier, as shown in the previous diagram. Then White had virtually all his pieces developed, the attack was in his hands, Black's Q-side was undeveloped, Black's K-side was seriously weak. Apparently all that White had to do was bring up a few more pieces to make the pressure unbearable. Now, after six moves of vigorous give and take, White's position has become worse, Black's better, in every respect. It is White whose pieces are loosely developed and poorly coordinated, it is Black whose units function together as one harmonious whole.

Incidentally, this game is a good example of how chess technique has progressed. Bastrikoff is relatively unknown, yet he has found the best defense all along. All the combinations are therefore displaced to the notes. Fifty years ago, in a similar encounter, White or Black would have gone astray at some difficult point and the game would have ended in a blaze of brilliance.

26 P-QR4

Not as aimless as it looks: he undoubtedly chose it to prevent . . . Kt-Kt4, with threats of a sacrifice at K6. However, in view of White's uncomfortable position, he would have been better advised to try to begin some real counterplay of his own with K-Kt2.

26 K-Kt2

Black's play throughout is clear and forceful. Now that his pieces are all so well posted he will build up an attack along the KR file.

27 P-Kt3

To prevent . . . Kt-B5—another unreal threat. 27 K-Kt2 was still in order.

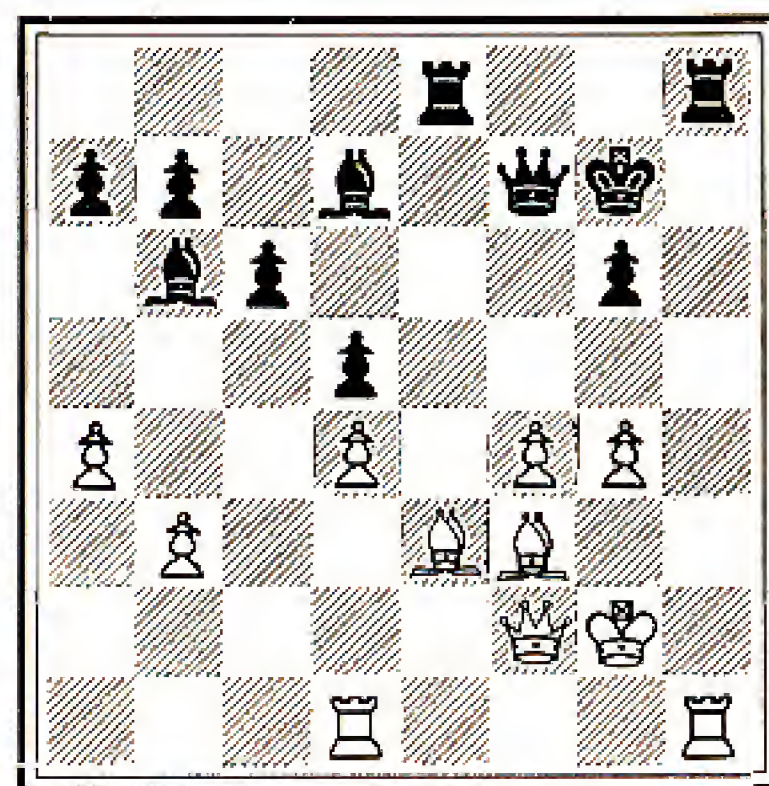
27 R-KR1
28 K-Kt2

He does it finally, but the loss of time is serious.

28 PxP
29 PxP Kt-B2!

Exchanging White's most active piece.

30 KtxKt QxKt
31 R-KR1



Now the game enters a new phase: direct assault on the K position. White appears to have held his own, despite several wasted Pawn moves, but his exposed KBP and KKtP prove to be his undoing.

31 B-B2!

Ultimately leads to the gain of a Pawn.

32 Q-Q2

There is no better defense; White is in trouble in any case. On 32 Q-Kt3 or 32 K-Kt3, P-KKt4 wins the Pawn at once. Likewise if 32 B-K2, Q-K2 is most uncomfortable.

32 Q-K2!
33 B-B2

33 RxR, RxR; 34 R-K1, Q-R5 is no improvement.

33 Q-Q3!
34 B-K3 P-KKt4!

The point to his last three moves: the KBP is lost.

35 RxR RxR
36 R-KR1

His best chance, in view of the open R file.

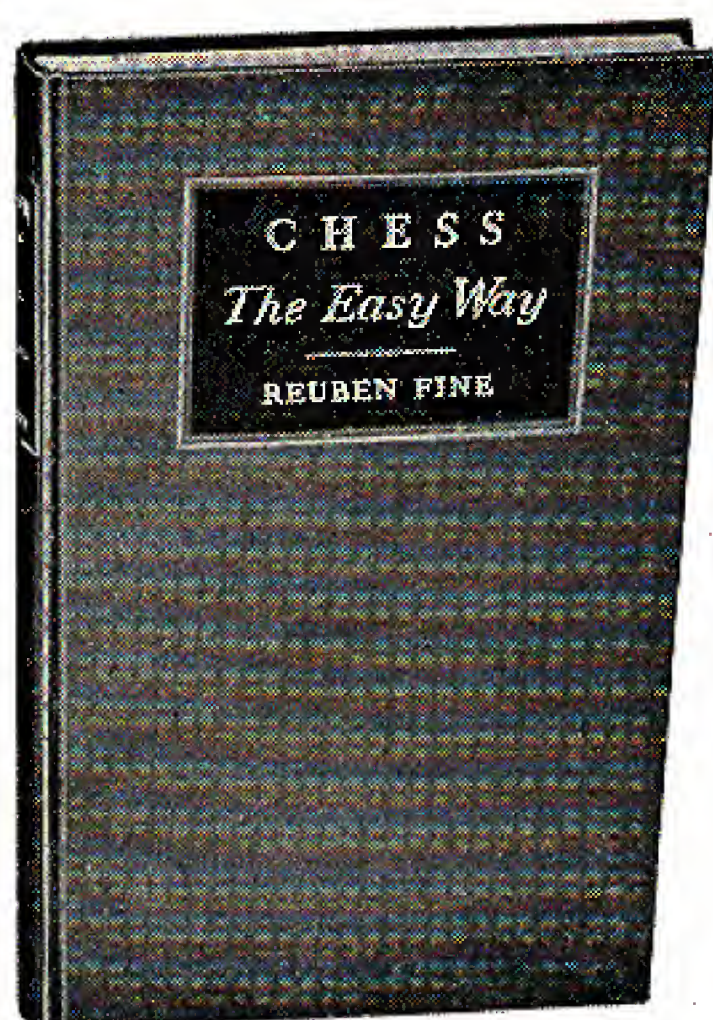
36 PxP
37 B-B2

Not 37 RxR, PxP!

37 RxR
38 KxR Q-R3ch
39 K-Kt2?

(Continued on next page)

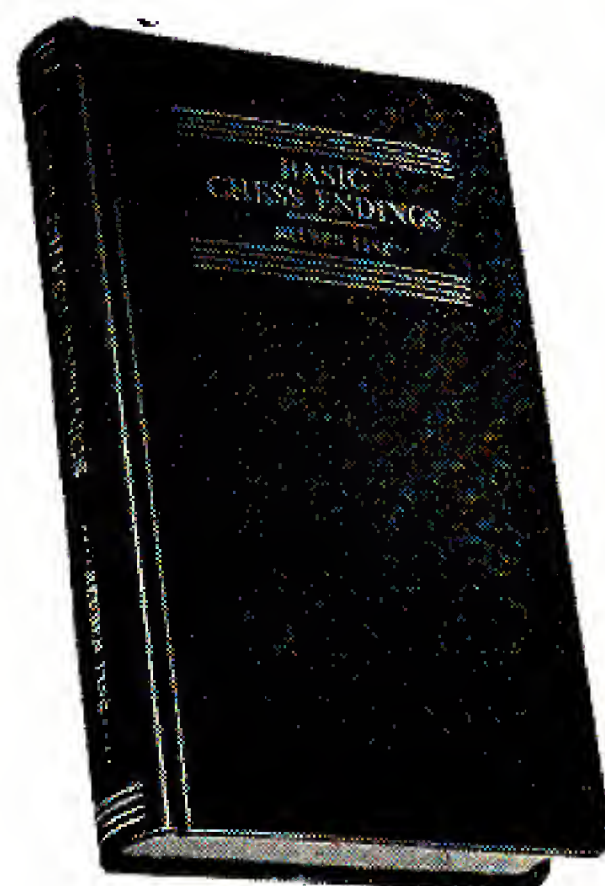
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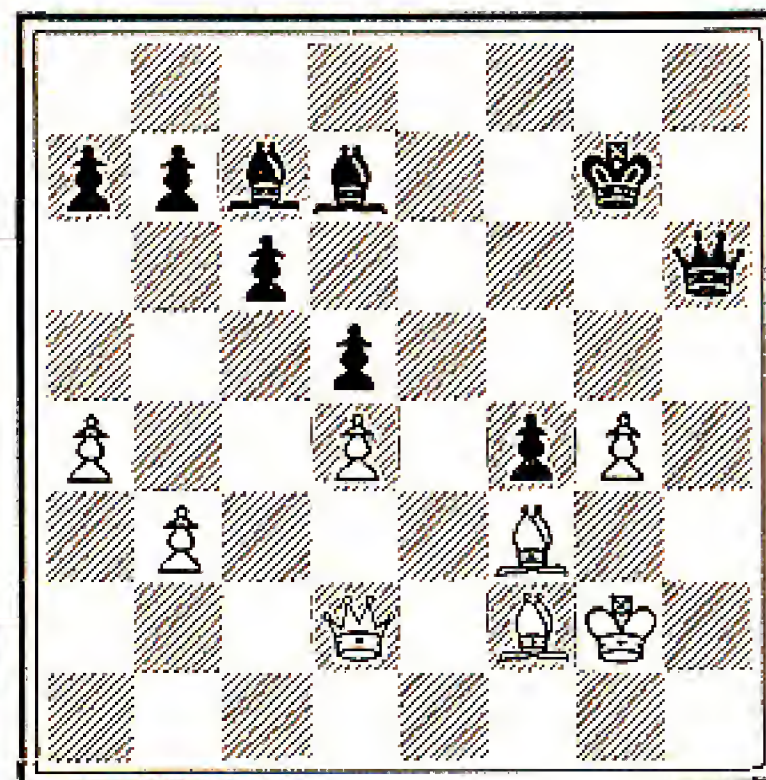
CHESS REVIEW

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New York, N. Y.

(Continued from preceding page)



As so often in lost positions, the defender loses heart and hastens his own downfall. 39 K-Kt1 was the only hope. If then 39 . . . Q-Kt3; 40 Q-Q1.

Of course, the extra Pawn assures Black a win with best play anyhow. His plan would be first . . . Q-K3, then . . . B-K1-Kt3-K5; later, after the Queens are off, the advance . . . P-QKt3, . . . P-QB4. But it cannot be denied that White could have made the technical problem quite difficult.

39 . . . BxP!

Another pretty coup.

40 Q-K2! . . .

The last straw. 40 BxB, P-B6ch would merely finish more quickly.

40 . . . Q-R6ch

41 K-Kt1 B-K3!

Prevents a check, after which it is virtually all over. Yet even here Ragozin finds a most artistic conclusion.

42 B-Kt2 Q-Kt5

43 K-B1 K-B3

Simple wood-chopping does the trick too, of course. The line chosen is more pleasing.

44 B-B3 Q-R6ch

45 K-K1 Q-R2

46 K-Q2 B-B4

He is still playing for an attack!

47 Q-K8 B-Kt8!

48 Q-B8ch K-Kt4

What!? no more checks!?

49 K-K1 B-K5

50 B-K2 B-KKt3

51 P-Kt4 . . .

Desperation.

51 . . . Q-R8ch

52 K-Q2 Q-K5

53 Q-KR8 P-B6!

Never stop punching.

54 B-K3ch B-B5

55 Q-Q8ch K-Kt5

56 Resigns

After 56 Q-B8ch, K-Kt6 he's out of checks and must lose a piece.

CHESS REVIEW

Inter-Collegiate Prize-Winning Games

The prize-winning games on this page are from the recent competition, held annually during the Christmas vacation, between teams representing various colleges in the Intercollegiate Chess League. C. C. N. Y. players again won the championship title. The prize for the best-played Queen's Pawn game went to William Solifrey of N. Y. U. (Square) for his game against Leonard Steiger of Cornell. Prizes for other games not published here were awarded to Arthur Green-site and I. Salem of C. C. N. Y., Philip Salvaggi of N. Y. U. (Heights) and Samuel Baron of Brooklyn.

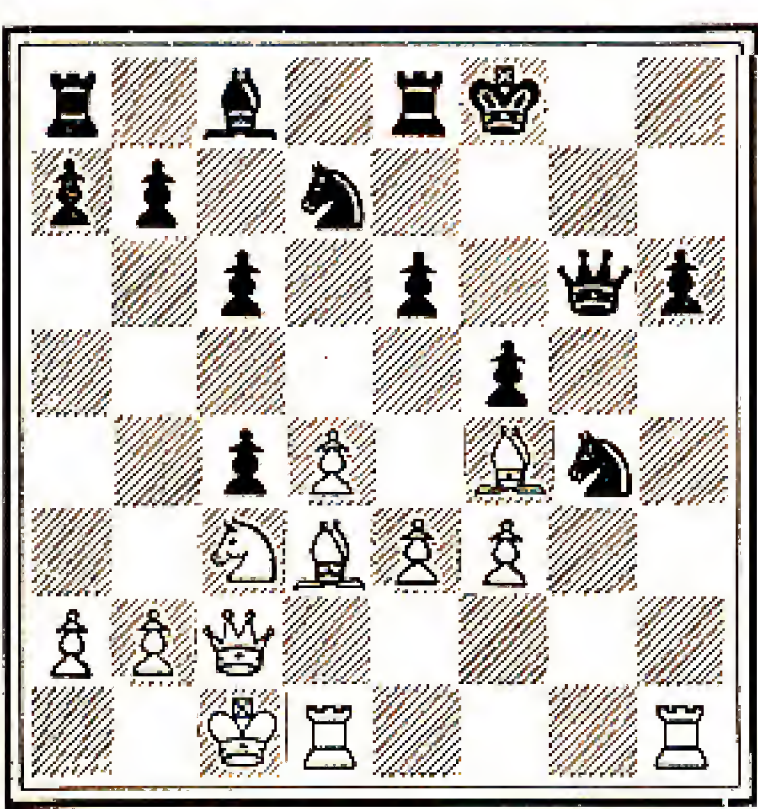
QUEEN'S GAMBIT DECLINED

Brilliancy Prize Game

Reichenthal (Cooper Union) Mandell (N.Y.U.—Square)

White Black

- | | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | P-Q4 |
| 4 Kt-B3 | QKt-Q2 |
| 5 B-Kt5 | B-K2 |
| 6 P-K3 | O-O |
| 7 Q-B2 | P-KR3 |
| 8 B-B4 | R-K1 |
| 9 P-KKt4 | P-KKt4 |
| 10 B-Kt3 | KtxP |
| 11 P-KR4 | P-QB3 |
| 12 RPxP | BxP |
| 13 KtxB | QxKt |
| 14 B-B4 | Q-Kt3 |
| 15 B-Q3 | P-KB4 |
| 16 O-O-O | K-B1 |
| 17 P-B3 | PxP |



- | | |
|-------------|---------|
| 18 BxKBP | QxB |
| 19 PxKt | QxQch |
| 20 KxQ | K-K2 |
| 21 RxP | K-Q1 |
| 22 Kt-K4 | P-Kt4 |
| 23 Kt-B5 | Kt-Kt3 |
| 24 P-K4 | B-Q2 |
| 25 Kt-Kt7ch | K-K2 |
| 26 R-R7ch | K-B1 |
| 27 QR-KR1 | K-Kt1 |
| 28 B-K5 | Resigns |

SICILIAN DEFENSE

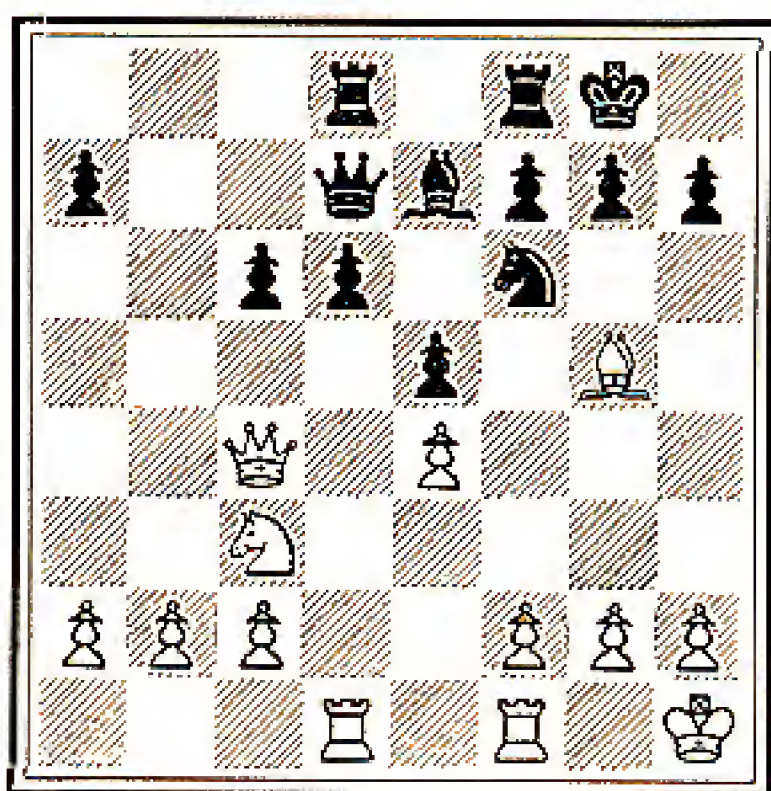
Brilliancy—1st Hon. Mention

D. Levine (C.C.N.Y.) Mandelbaum (Yeshiva)

White Black

- | | |
|----------|--------|
| 1 P-K4 | P-QB4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 P-Q4 | PxP |

- | | |
|----------|--------|
| 4 KtxP | P-K4 |
| 5 KtxKt | KtPxKt |
| 6 B-QB4 | Kt-B3 |
| 7 B-KKt5 | B-K2 |
| 8 Kt-B3 | O-O |
| 9 O-O | P-Q3 |
| 10 K-R1 | B-K3 |
| 11 Q-K2 | BxB |
| 12 QxB | Q-Q2 |
| 13 QR-Q1 | QR-Q1 |



- | | |
|------------|---------|
| 14 P-B4 | Q-B2 |
| 15 BxKt | BxB |
| 16 Kt-Q5 | Q-Q2 |
| 17 KtxBch | PxKt |
| 18 PxP | BPxP |
| 19 R-B6 | Q-K2 |
| 20 QR-KB1 | P-Q4 |
| 21 PxP | PxP |
| 22 Q-Kt4ch | K-R1 |
| 23 Q-R5 | R-Q2 |
| 24 R(1)-B3 | Q-Kt5 |
| 25 QxKP | R-K2 |
| 26 R-K6ch | P-B3 |
| 27 RxR | Resigns |

GIUOCO PIANO

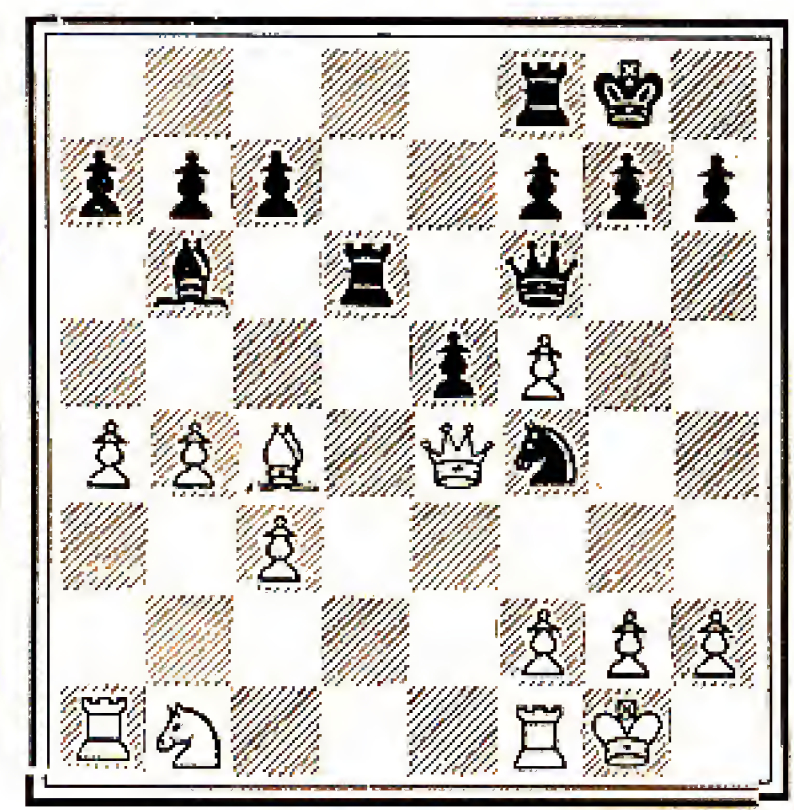
Best-Played King's Pawn Game

L. Steiger (Cornell) J. Koninsky (C.C.N.Y.)

White Black

- | | |
|------------|--------|
| 1 P-K4 | P-K4 |
| 2 B-B4 | B-B4 |
| 3 Kt-KB3 | Kt-QB3 |
| 4 P-Q3 | P-Q3 |
| 5 B-KKt5 | KKt-K2 |
| 6 Kt-R4 | Kt-Q5 |
| 7 P-QB3 | Kt-K3 |
| 8 BxKt(K7) | QxB |
| 9 Kt-B5 | Q-B3 |
| 10 O-O | Kt-B5 |
| 11 P-Q4 | BxKt |
| 12 KPxB | B-Kt3 |

- | | |
|-----------|-------|
| 13 Q-B3 | O-O |
| 14 PxP | PxP |
| 15 Q-K4 | QR-Q1 |
| 16 P-QKt4 | R-Q3 |
| 17 P-QR4 | |



- | | |
|----------|---------|
| 17 | Q-R5 |
| 18 Q-B3 | R-R3 |
| 19 Q-Kt3 | QxQ |
| 20 RPxQ | Kt-R4 |
| 21 K-R2 | Kt-B3ch |
| 22 K-Kt1 | Kt-K5 |
| 23 R-Q1 | KtxKtP |
| Resigns | |

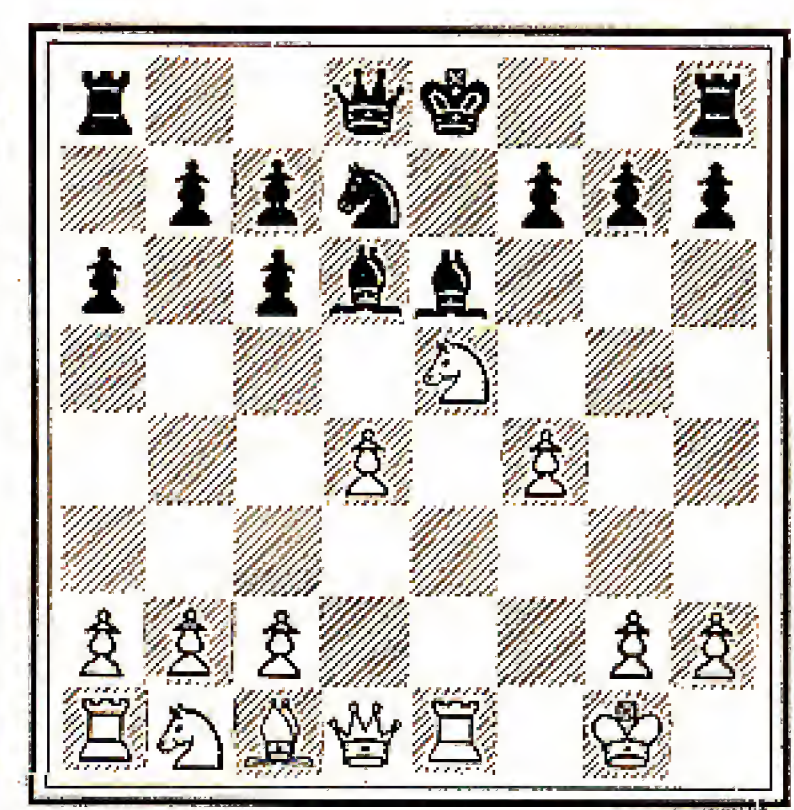
RUY LOPEZ

Brilliancy—2nd Hon. Mention

J. Keilson (Brooklyn) E. Michael (Cornell)

White Black

- | | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |
| 5 O-O | KtxP |
| 6 R-K1 | Kt-B4 |
| 7 BxKt | QPxB |
| 8 KtxP | B-K3 |
| 9 P-Q4 | Kt-Q2 |
| 10 P-KB4 | B-Q3 |



- | | |
|------------|---------|
| 11 P-B5 | KtxKt |
| 12 PxP | Kt-Kt3 |
| 13 PxPch | KxP |
| 14 R-B1ch | K-Kt1 |
| 15 Q-B3 | Q-Q2 |
| 16 Q-Kt3ch | Resigns |

CHESS NEWS OF THE MONTH

• LOS ANGELES

International master Herman Steiner, co-holder with A. Yanofsky, of the U. S. Open Title, is leading with a perfect score in the California Open State Championship Tournament in which 18 players are competing. Steiner scored ten straight wins in the first ten rounds. Mrs. Nanny Roos, formerly of New York, is in second place with $6\frac{1}{2}$ — $1\frac{1}{2}$. Mrs. Roos, who tied for second prize in the U. S. Women's Championship Tournament last April, is also playing in the California Open Ladies' Championship, has qualified for the finals. Other qualifiers: Mrs. Berkov, Mrs. Wolff, Miss Batsch, Mrs. Harrison, Mrs. Chernis, Mrs. Williams and Miss Kesner.

Borochoy is leading in Group A of the Hollywood Open Championship in which 64 players are competing in three sections. The Hollywood Chess Group is sponsoring championship tournaments for High School and College players for the purpose of establishing inter-school and intercollegiate matches and tournaments in the city of Los Angeles.

The Long Beach Chess Club, which meets in the Municipal Auditorium, is holding a championship tourney and guest players are invited to participate.

• BOSTON

Dr. G. Katz, who won the Boston Championship in 1941, has again won the title with the splendid score of $13\frac{1}{2}$ — $\frac{1}{2}$. Other players who made good showings were J. J. Fliegel, $10\frac{1}{2}$ — $2\frac{1}{2}$, Daly and Welch, $9\frac{1}{2}$ — $3\frac{1}{2}$. In the Metropolitan Chess League, the Boston City Club was first with six wins and no losses. In the "B" Section, Boylston and Wells tied with 6—2.

• NEW YORK

Milton L. Hanauer, with $6\frac{1}{2}$ — $\frac{1}{2}$, is leading in the Marshall Chess Club Championship tournament. A. E. Santasiere, 5—1, dropped to second place when he met his first defeat at the hands of Ted Dunst. The latter is in third place with 5—2.

The Metropolitan Chess League matches will get under way on February 20th; teams representing the Marshall, City College, West Side, Bronx Empire-City, Queens, North Jersey and London Terrace Chess Clubs will compete. Prominent absentee in the line-up is the Manhattan Chess Club.

The Chase National Bank won the annual championship of the Commercial Chess League with a final match score of 6—1. The Lummus Company team (coached by U. S. Champion Reshevsky) placed second with $5\frac{1}{2}$ — $1\frac{1}{2}$. N. Y. Times was third with 5—2.

• CANADA

The Canadian Broadcasting Corporation has arranged a series of talks on chess to be broadcast under the auspices of the Canadian Chess Federation on Feb. 16 and 23, March 2nd and 9th between 10:15 and 10:30 p. m., E. D. T. Speakers will be Canon Roy of Winnipeg, F. M. Wren of Halifax, P. E. Brown of Toronto and J. B. Lewis of Victoria.

• FOREIGN

Naidorf and Stahlberg are continuing their brother act in Buenos Aires. In the most recent tourney, held in the Circulo de Ajedrez, Naidorf finished first with 9—2, followed by Stahlberg, $8\frac{1}{2}$ — $2\frac{1}{2}$, Czerniak, 8—3, Michel $7\frac{1}{2}$ — $3\frac{1}{2}$, Luckis 7—4 and seven lesser

lights trailing. Guimard, with 4—7, was a disappointment.

The tournament for the team championship of Havana, Cuba, went to the Club de Ajedrez Capablanca, which scored 33 points. The winners of this contest, begun on the anniversary of Capablanca's birthday, Nov. 19th, received the Juan Corzo Cup.

The most recent team match between the British Forces and the Allied Forces, resulted in victory for the latter. Among the armies represented were the Free French, Dutch, Czechoslovakian, Polish and Yugoslavian. British chess circles are now planning an R. A. F. championship, to be followed by a championship tourney of the Allied Forces.

The championship of Switzerland was won by Jules Ehrat. Znosko-Borovsky recently gave an exhibition in Paris for the benefit of war prisoners.

• WASHINGTON, D. C.

The Divan's general tournaments are now concluded. In the B1 group Alan J. Healey and Mark Hurtz tied for 1st and 2nd prizes, with $6\frac{1}{2}$ — $2\frac{1}{2}$, closely followed by R. E. Cheney with 6—3. Ernest Boschan won the B-2 tourney, 6—1, with E. S. Dillon and F. W. F. Gleason tied for second and third with 4—3. The C tourney went to Harold Dalland, $9\frac{1}{2}$ — $1\frac{1}{2}$; C. R. Zust was second with 9—2 and H. H. Brimmer third with $8\frac{1}{2}$ — $2\frac{1}{2}$. E. Scott Dillon is the Divan's President for 1943. G. B. Jones is vice-president and Vincent L. Eaton is Director of Publicity. Other 1943 directors: D. H. Mugridge, F. W. F. Gleason, H. J. Shelton and N. P. Wigginton. Still thinking up new wrinkles, the club will stage a Married Men vs. Single Men intra-club match on Feb. 24th!

The Federal Chess Club, which boasts upward of a hundred members, is planning a series of team matches by representatives of various government agencies.

• DALLAS

Jesse Stapp is defending his title in the City Championship tournament which started at the Dallas YMCA Club on February 4th. J. C. Thompson, several times State Champion and leading Dallas entry in the recent U. S. Open, will play in the event. Other strong players who are expected to compete include Al Lipton, Bob Potter, Don Kilgore, Jr., Ed. Sanger, the O. L. Brantleys (Sr. and Jr.), Phil Crown, Dr. Dowis, Henry Bridges, A. D. McNabb.

A recent exhibition by Thompson at Fort Worth yielded the fine score of 17 wins, 1 draw, no losses.

• PHILADELPHIA

Thirty members attended the annual dinner of the Mercantile Library Chess Association on January 16th. Thereafter, a chess quiz was held, some of the material being supplied by Irving Chernev. Such veterans as Sidney Sharp, I. Ash and B. F. Winkelman were stumped by such questions as "Was the game of chess ever called checkers?" At the end, De Camillo, Berlin, Gedance, Sklaroff and Glover were the prize winners in the order named.

Two rapid transit tourneys were also staged. In the masters' group, DeCamillo emerged first with 9—1, followed by Blumin, Geary and Gedance. In the second group, Heckroth finished first, 9—1, followed by Moore, Helfenstein and Berlin. To youthful barrister Leonard Helfenstein, secretary of the Association, goes major credit for a successful evening.

Chess Openings Made Easy

An Entertaining and Instructive New Series
Explaining a Novel and Simplified Method of
Learning and Understanding Opening Technique

by

Fred Reinfeld

It is a notorious and painful fact that the opening is that part of the game which occasions all chess players, Grandmasters as well as novices, the greatest worry and difficulty. It is generally held that study of the openings is a lifetime task in which the solution of one problem leads invariably to new questions, uncertainties, problems.

In an important respect, however, the openings are like the weather. A great deal has been said about them but very little has been done about them. "Very little?" you will say incredulously. "Think of all the annotations, suggestions, analyses, articles, comparative studies, theoretical controversies, treatises and handbooks that have been devoted to this subject!" And yet when one appraises the cumulative value of all this investigation and exposition, the chess players' quandaries are just as intense as they ever were! All this leads necessarily to the following conclusion. We can never know how to play the openings well before we discover what it is about the openings that gives them this difficult character. Once we understand where the difficulty lies, we can take steps to eradicate it. There are, I believe, five main reasons why study of the opening has difficult aspects.

(1) The basic difficulty is that the possibilities at the commencement of a game are so broad, so vague, so devious and necessarily so inconclusive. This is generally not realized. In a given endgame position the proper continuation is as a rule clear. Occasionally there may be an alternative method of continuation, but even so we are always confronted in endgames with a much simpler choice than in the opening.

In the middle game the story is much the same; there are many themes, many methods, but they are fairly well standardized; and only individual differences in ability, temperament and imagination give them distinction. Show five masters a middle game position and they will be unanimous or in reasonably close agreement about the proper continuation. Ask the same five masters about some opening variation and you may very well get five conflicting opinions!

Why is this so? During the initial stages of a game, contact between the opposing pieces is only beginning to be established. The immediate consequences of each move are not so clearcut as they will be later on. There is therefore considerable latitude in the choice of moves.

(2) The fact that so much latitude exists makes possible diversity of choice. For the opening move no less than 20 moves are available. It is true that of these only about eight are ranked among the standard openings, and of these only four are considered first rate. By taking into consideration Black's possible satisfactory replies the groundwork has been laid for a bewildering variety of possible opening variations. It is clear that no such variety is possible in the middle game or ending. This diversity leads to new difficulties.

(3) The intelligent student who wants to narrow his opening repertoire so as to be able to master it thoroughly, discovers soon enough that confusion is thrice confounded by the conflict of authorities. Pundit X claims that variation (a) gives White a stupendous advantage and variation (b) gives him a hopeless game. Equally respected Pundit Z claims that variation (a) leaves White with an atrocious position while variation (b) leads to an easy win. As both experts are equally respected and support their vehement opinions with equally long variations, impenetrably embedded in parentheses and wallowing in plus and minus signs and learned allusions to obscure games which no one has ever seen, the reader remains none the wiser!

This state of affairs, when sufficiently prolonged, finally leads to the despairing view that no study of the openings is perhaps the best policy. Thus, the cynical Tartakover is not only one of the most assiduous compilers of interminable variations in small print, but he is also a specialist in such sly remarks as: "the lower the reputation of an opening the more playable I consider it."

(4) Another difficulty of opening play is purely psychological. When we look forward to a difficult task which will be a searching test of our abilities, we are naturally nervous at the outset. Once we are embarked on the work in hand, we forget our earlier worries and we are completely absorbed in whatever problem to which we are applying ourselves. The result in chess is that psychological difficulties do not burden us in the middle game and ending; whereas in the opening we are beset with nervous anticipation, fear of the unknown, rather tentative groping into uncharted territory. Even great masters are afflicted with this "opening fear."

(continued on next page)

(continued from preceding page)

(5) All these previous difficulties combine to create still another difficulty, namely, a continuous ebb and flow of what is fashionable in the field of chess openings. In one great tournament a certain variation is considered very strong. By the time it seeps down to the chess public it has already been neutralized by the masters and perhaps even refuted. This time lag leads to serious confusion and makes the lot of the student of the openings even harder than it has already become.

And yet there is one way of studying the openings which is logical, easy to understand and simple to apply. This method, which was used with great success in the author's *Lessons On The Chess Openings*, is based on several simple truths. Since Pawn moves are irrevocable, and since each opening variation is characterized by certain standard Pawn moves which are peculiar to that variation, it follows that each opening variation has a *normal Pawn formation* which differs from the *normal Pawn formations* of other opening variations.

Since these Pawn formations are the positional landmarks which enable us to foresee just how the pieces on both sides can be utilized, an examination of the *normal Pawn formation of any opening* will tell us how the play is likely to proceed in the middle game, how we ought to develop our pieces and how we can avoid putting them on the wrong squares. In other words, familiarity with the idea of studying *normal Pawn formations* frees us from our slavish memorizing of innumerable opening variations, and gives us an opportunity to think ahead, to rely on our own resources.

Since the method is quite novel to most readers, I give on these pages some examples to show how Pawn formations influence the character of a game. All these examples are quite simple, but we shall gradually progress to far more complex problems and analyses.

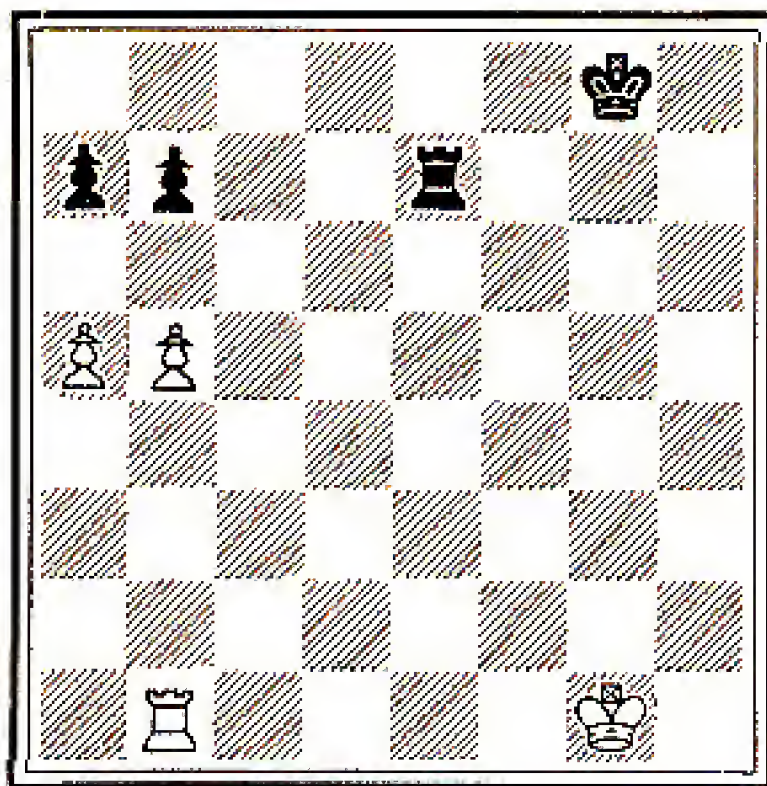


Diagram No. 1A

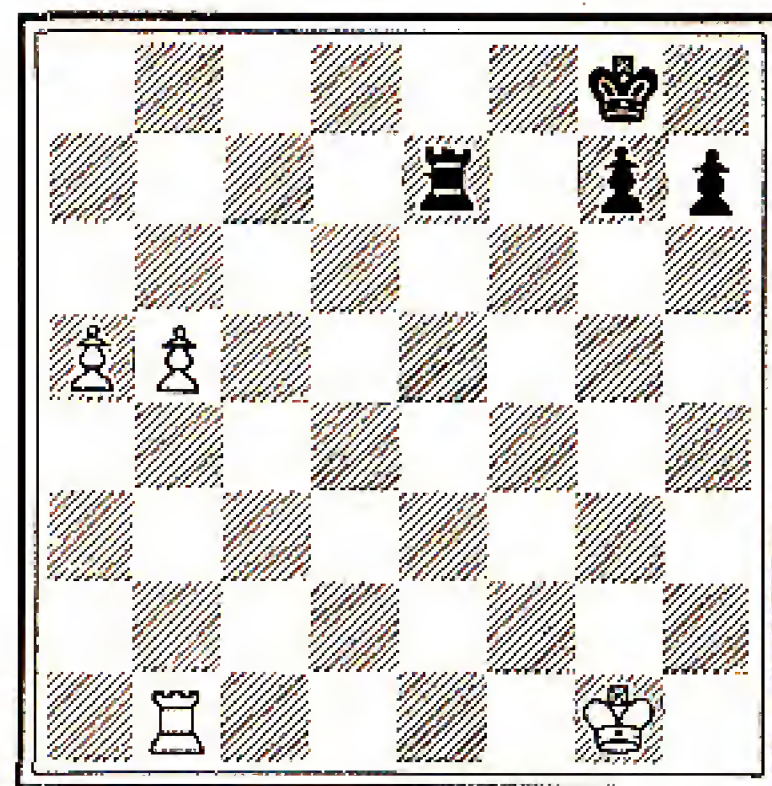


Diagram No. 1B

In Diagram 1A the material is even and the position is a clear draw. In Diagram 1B the material is likewise even, but White wins right off. Why? Because the **passed Pawns** are decisively in his favor. Of course, chess is not always that easy, but right now we are interested in establishing a principle.

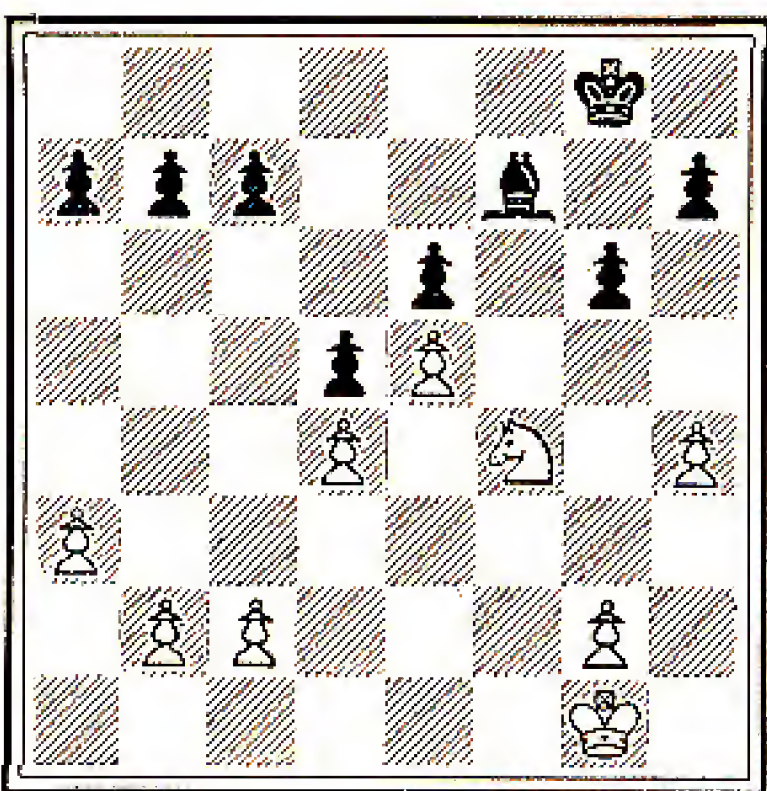


Diagram No. 2A

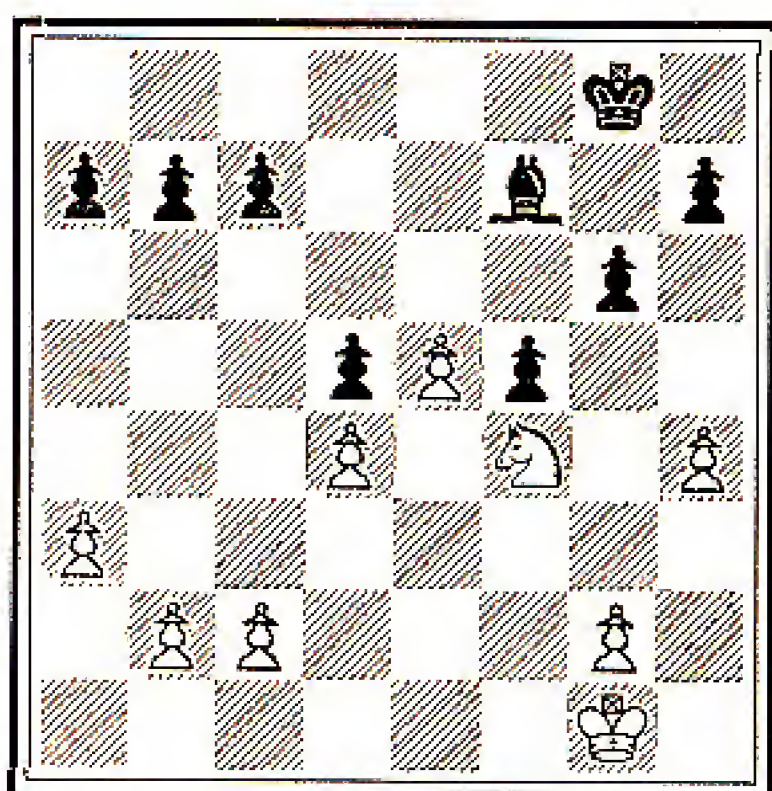


Diagram No. 2B

In Diagram 2A the position is clearly in White's favor, the Knight being far superior to the Bishop because of the nature of the **Pawn position** (the Bishop is hemmed in by Pawns on white squares). Nevertheless, Black is not threatened with any material loss. Diagram 2B shows a very slight alteration in the Pawn position, and yet that alteration is vital! White now has a **passed Pawn**. He plays P-K6 and wins a Pawn.

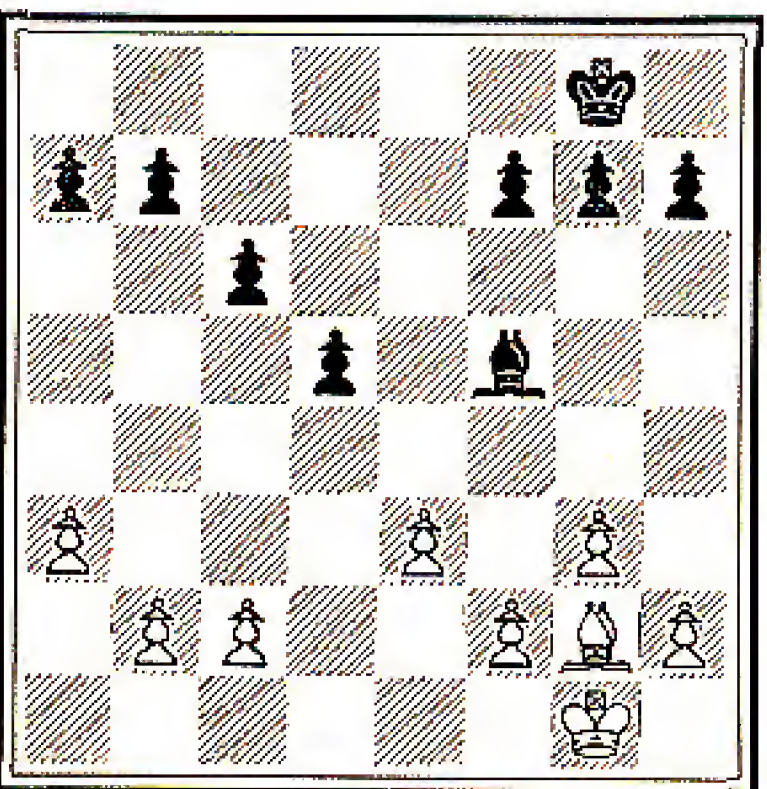


Diagram No. 3A

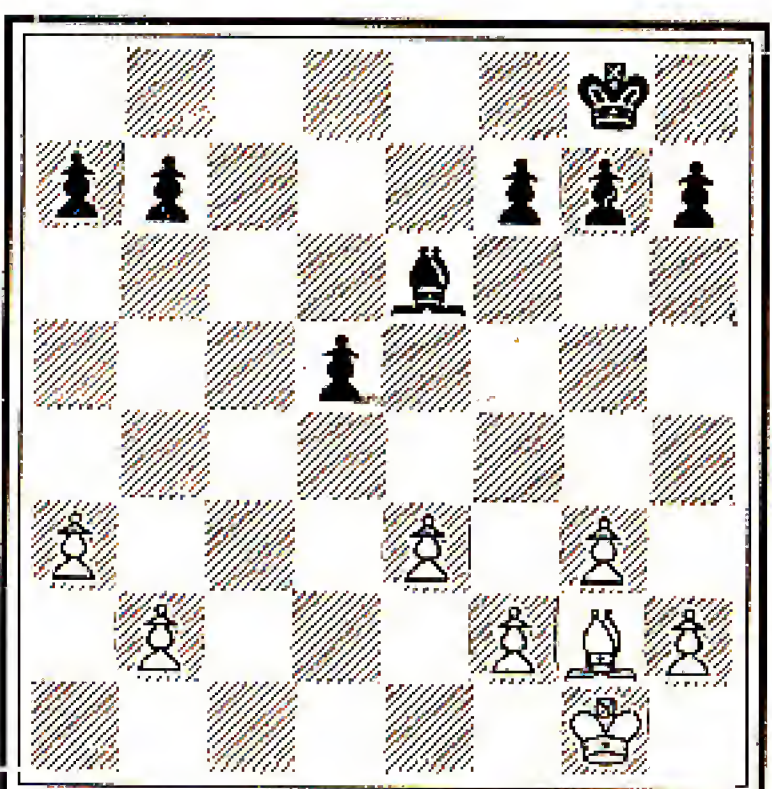


Diagram No. 3B

In Diagram 3A the Pawn position is such that White has a slight advantage: Black's QP and QBP are on white squares and are thus under some pressure from White's Bishop. But with careful play, Black can draw. In Diagram 3B, however, Black is in serious danger, for his isolated QP will always be under attack, leaving White with a lasting initiative.

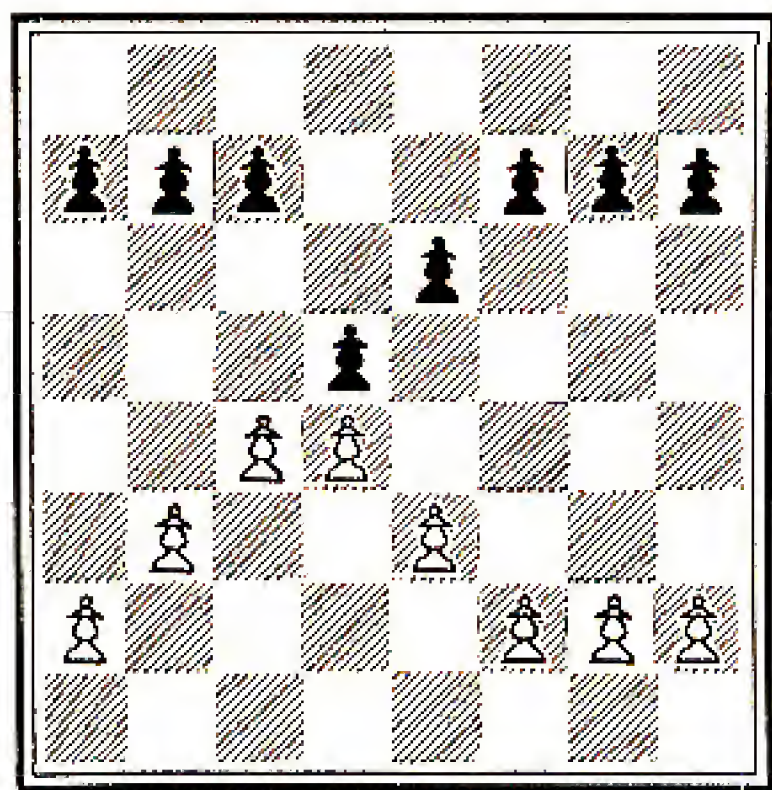


Diagram No. 4A

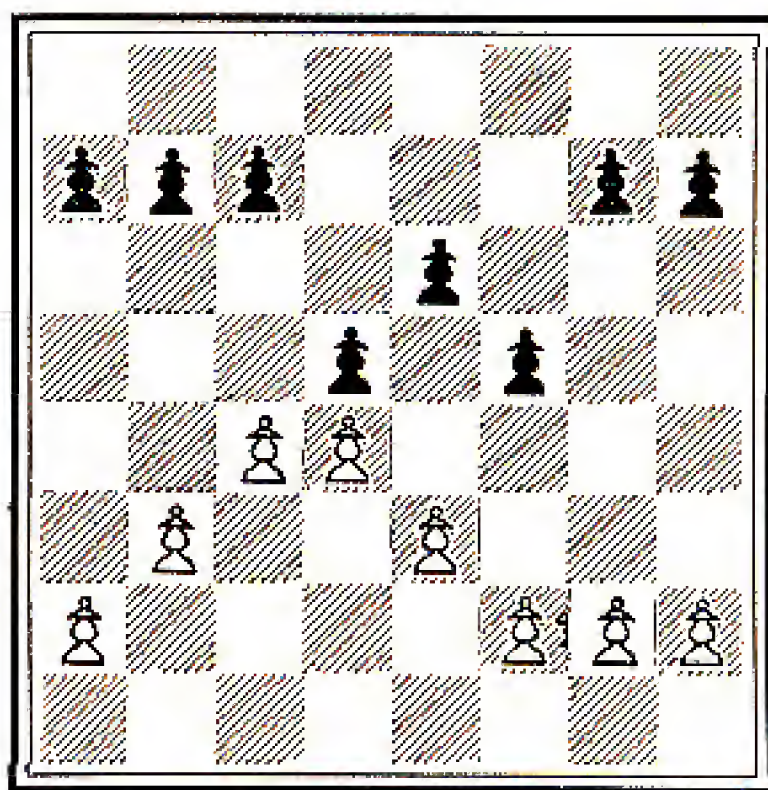


Diagram No. 4B

In Diagram 4A the Pawn positions show no weakness in either camp. In Diagram 4B, however, Black has seriously weakened his game by advancing his KBP and thus leaving a "hole" at his K4 square. The entire game will very likely revolve about White's attempt to exploit this weakness. Note that White's K4 is not a weakness in this sense, as his KBP has not been advanced and his K4 square has not been weakened.

In the three diagrams at the bottom of this page, the contrast is still more marked. Diagram 5A shows a position in which the Pawn positions on both sides are free from weaknesses. Looking at this diagram, we can see that White has a good outpost at Q5 for a Knight, and the Q file will be a useful base of operations. (Black will make similar use, if a bit more restricted, of the K file for his Rooks and K4 for a Knight.)

But now look at Diagram 5B! By advancing his QBP, Black has created a hole at his Q4 and left a terribly weak Pawn on an open file! To appreciate the critical nature of his position, look at Diagram 5C which shows White with a natural, powerful development, most of it trained on the sickly QP—while Black's pieces are all tied up because of the necessity of guarding this terrible weakness.

Now that you can realize the conditioning nature of Pawn formations, you are ready to proceed with a study of how we can plan the middle game from an inspection of the normal Pawn formation arising from any given opening variation. This will be the theme of the next and succeeding articles, and you will be given opportunities to solve such problems by yourself.

In this introductory article, Fred Reinfeld has outlined the basic principles of his "pawn formation" method of learning opening technique. Next month—and in succeeding issues—he will show how to apply this method when playing specific openings—Editor.

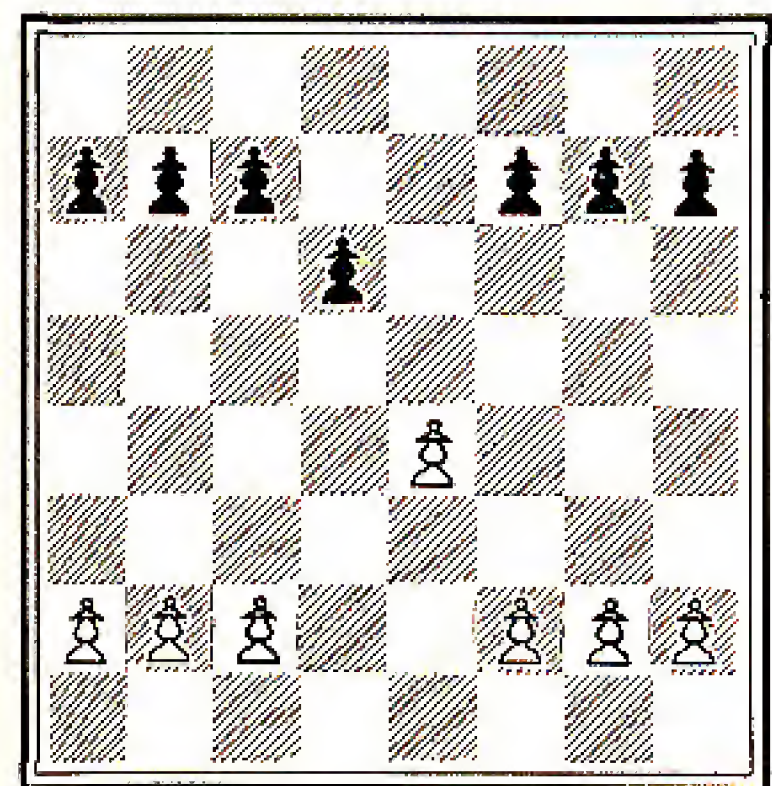


Diagram No. 5A

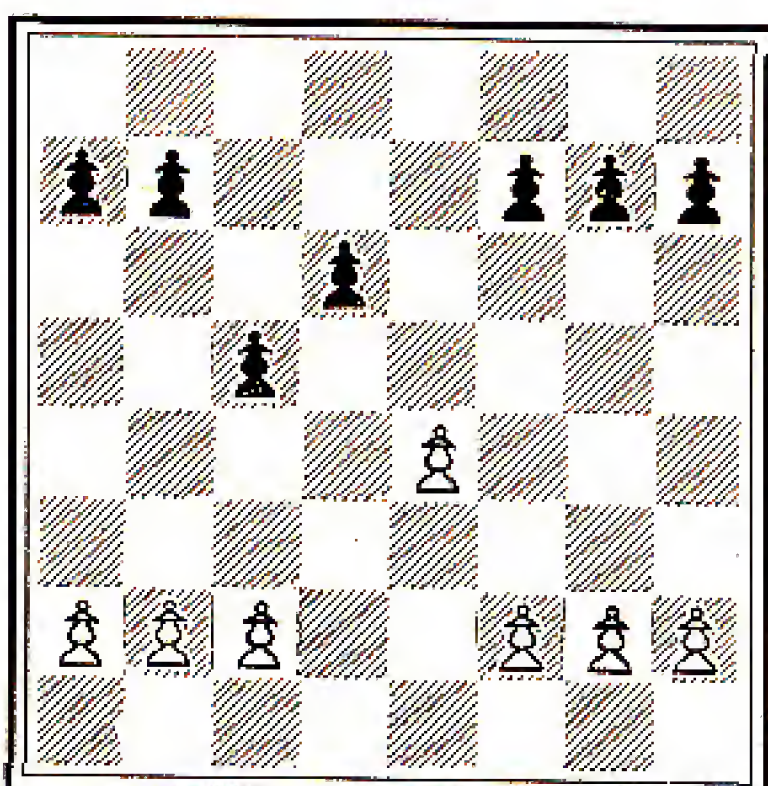


Diagram No. 5B

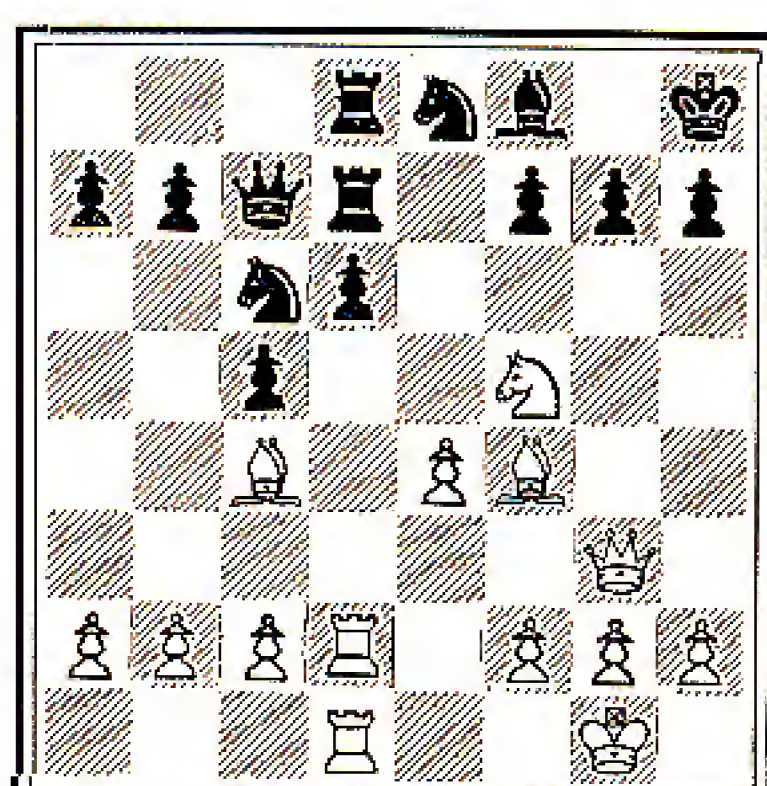


Diagram No. 5C

LESSONS ON THE CHESS OPENINGS

by FRED REINFELD



At New Reduced Prices!



Highly recommended by Reuben Fine, I. A. Horowitz and other chess masters as the best and easiest way to learn the chess openings. Reinfeld's famous Lessons explain the basic idea and strategy of each opening, with variations, illustrative games and bibliography. Various openings are covered, including the Ruy Lopez, Caro-Kann, Alekhine's Defense, Sicilian Defense, Reti's Opening and different branches of the Queen's Pawn Opening. Lessons are mimeographed and enclosed in a flexible binder. Formerly 25 cents each, you can now purchase these lessons (our selection of 5, 10 or 15 different openings or variations) at the bargain prices listed below. Mail your order NOW!



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CHESS REVIEW'S POPULAR "SOLITAIRE CHESS" GAME

Instructions

With a slip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (Black's fifth).

Study the position and select White's reply. Write down your selection. Then expose the next line and see the move White actually made (at the left). Score par if you picked this move. If not, score zero, and make the correct White move on your board.

Make Black's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

This game was played in a match in 1929 with the young Austrian player Hoenlinger. It shows Spielmann making valiant efforts to demolish a cramped defense.

Notes refer to White moves.

9th: Partly to prevent . . . Kt-QKt5, which would drive off the KB from the attacking diagonal, and also to make possible the fianchetto later on.

13th: Very risky as it leaves White with a weak Pawn formation. However, Spielmann is primarily interested in the attack, and plays to remove an important hostile piece from the scene of operations.

17th: This is obvious, but its sequel isn't! Black's reply is forced, for if 17 . . . P-KR3; 18 BxP! wins, and if 17 . . . P-B4; 18 Kt(K3)xP! gives a winning attack.

18th: The real point of this Queen offer is that it forces the removal of Black's KB, leaving his black squares in a pitiable state. Thus if 18 . . . P-B3; 19 BxKtP wins; if 18 . . . Kt-KB3; 19 Q-K5! K-Kt2 (or 19 . . . Q-Q4? 20 QxQ! winning a piece); 20 KtxKt, BxKt; 21 Kt-R5ch!! and wins.

20th: If 20 Q-K5, Q-Q4!

22nd: Threatening an immediate win with Kt-B5!

23rd: So that if 23 . . . KtPxKt; 24 BxP, P-B3; 25 BxKPch and wins. If Black answers the text with 23 . . . Q-B2; 24 B-B6! KPxKt; 25 RxKt wins!

The game we are publishing this month appears as a tribute to the memory of Rudolph Spielmann, the great master who died in Sweden recently. It is one of the many beautiful games produced by this master of elegant and incisive attacking play, and is quoted from his book THE ART OF SACRIFICE, a topic with which he was eminently qualified to deal.

You have WHITE and your task is to discover the powerful attacking moves for which Spielmann was famous. Study White's moves carefully before making up your mind as to the best way of answering them. You will have to be more than usually sharp in your choice of moves this time!

MAKE THESE OPENING MOVES

1 P-K4, P-QB3; 2 P-Q4, P-Q4; 3 Kt-QB3, PxP, 4 KtxP, Kt-B3; 5 Kt-Kt3. Now continue with moves in the box below.

| White Played | Par Score | Black Played | Your Selection for White's Move | Your Score |
|--|-----------|----------------------------|---------------------------------|------------|
| | | 5 P—K3 | ----- | ----- |
| 6 Kt—B3 | -----2 | 6 P—B4 | ----- | ----- |
| 7 B—Q3 | -----2 | 7 Kt—B3 | ----- | ----- |
| 8 P x P | -----3 | 8 B x P | ----- | ----- |
| 9 P—QR3! | -----4 | 9 O—O | ----- | ----- |
| 10 O—O | -----2 | 10 P—QKt3 | ----- | ----- |
| 11 P—Kt4! | -----3 | 11 B—K2 | ----- | ----- |
| 12 B—Kt2 | -----2 | 12 Q—B2 | ----- | ----- |
| 13 P—Kt5! | -----4 | 13 Kt—QR4 | ----- | ----- |
| 14 Kt—K5 | -----4 | 14 B—Kt2 | ----- | ----- |
| 15 Kt—Kt4 | -----4 | 15 Q—Q1 | ----- | ----- |
| 16 Kt—K3 | -----3 | 16 Kt—Q4 | ----- | ----- |
| 17 Q—R5! | -----7 | 17 P—Kt3 | ----- | ----- |
| 18 Kt—Kt4! | -----8 | 18 B—KB3 | ----- | ----- |
| 19 Kt x Bch | -----2 | 19 Kt x Kt | ----- | ----- |
| 20 Q—R6 | -----5 | 20 R—B1 | ----- | ----- |
| 21 QR—Q1 | -----2 | 21 Q—K2 | ----- | ----- |
| 22 KR—K1 | -----5 | 22 Kt—K1 | ----- | ----- |
| 23 Kt-B5! | -----8 | 23 Q—B4 | ----- | ----- |
| 24 R-K5 | -----5 | 24 B—Q4 | ----- | ----- |
| 25 Kt—K7ch | -----15 | Why does Black now resign? | | ----- |
| Black resigns as if 25 . . . Q x Kt; 26 Q x R Pch! leads to mate--10 | | | | ----- |
| Total Score ---100 | | Your percentage ----- | | ----- |

Winning Chess Traps

by Irving Chernev

An important part of every chess player's equipment is a knowledge of traps—how to set them, as well as how to avoid being caught in them. It may console the average player to be told that even the greatest masters have fallen occasionally into cleverly constructed pitfalls, but it does not lessen the humiliation of a sudden defeat inflicted just as the game was getting interesting!

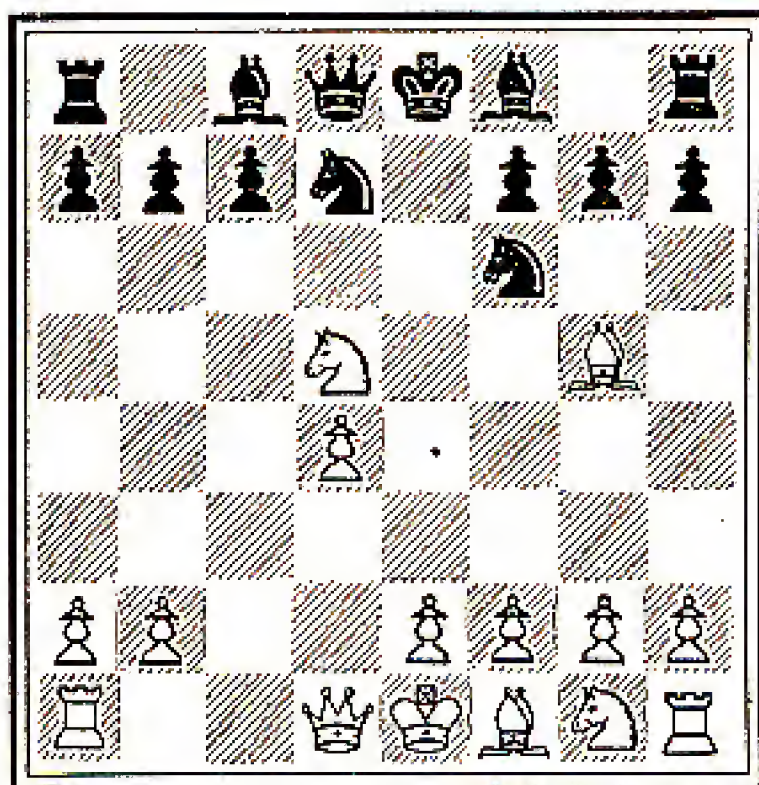
As the opening has many perils to overcome, we begin with a selection of important opening traps, which you must know both for your own protection, and to set for your greedy opponent!

Winning Trap No. 1

You are Black

| White | Black |
|----------|--------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | Kt-KB3 |
| 4 B-Kt5 | QKt-Q2 |
| 5 PxP | PxP |
| 6 KtxP | |

White is greedy. It's true that your Knight is pinned, but there must be some punishment for grabbing Pawns before development is completed.



Position after 6 KtxP

| | |
|--------|---------|
| 6 | KtxKt! |
| 7 BxQ | B-Kt5ch |
| 8 Q-Q2 | BxQch |
| 9 KxB | KxB |

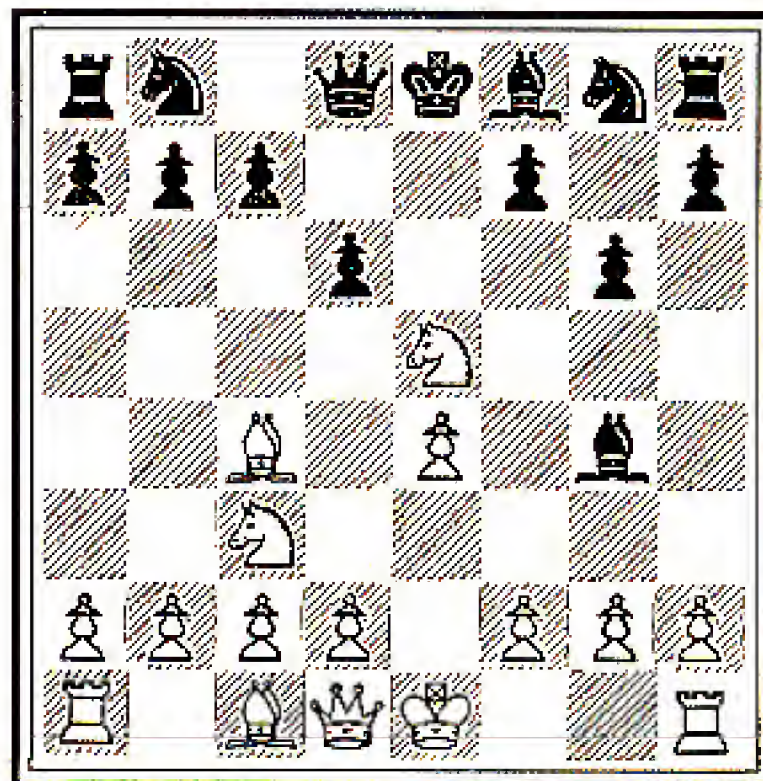
Black wins

Winning Trap No. 2

You are White

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 B-B4 | P-Q3 |
| 3 Kt-KB3 | B-Kt5 |
| 4 Kt-B3 | P-KKt3 |
| 5 KtxP! | |

This brilliant move is possible because Black has violated principles fearfully—he has only one piece in play, whereas White has three and is even ready to castle!



Position after 5 KtxP

| | |
|---------|------|
| 5 | BxQ |
| 6 BxPch | K-K2 |
| 7 Kt-Q5 | |

Mate.

Though this trap goes back hundreds of years (it is attributed to Legal, teacher of Philidor) it still catches victims by the thousands!

Winning Trap No. 3

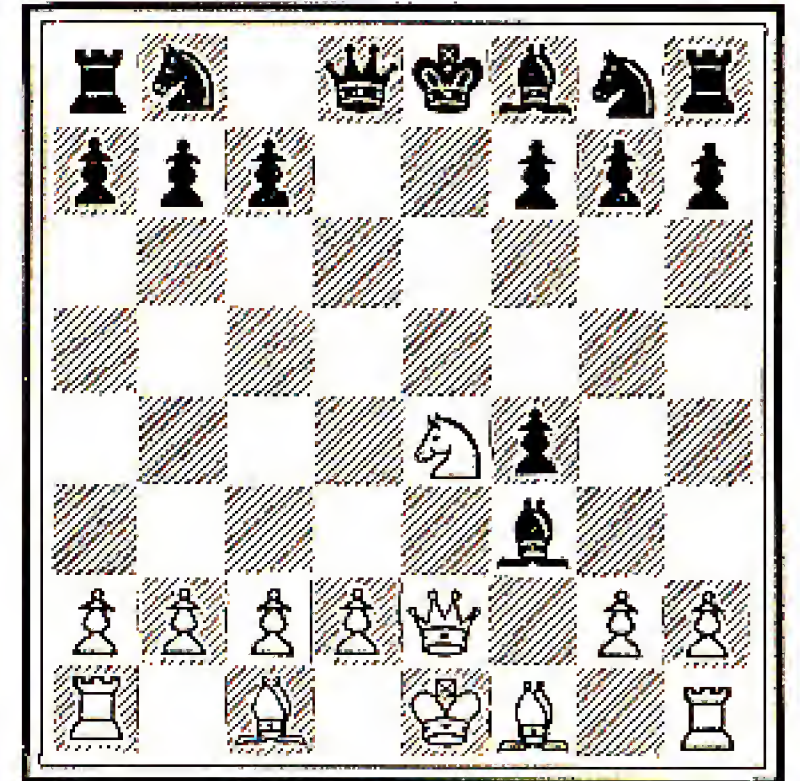
You are White

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 P-KB4 | PxP |
| 3 Kt-KB3 | P-Q4 |
| 4 Kt-B3 | PxP |
| 5 KtxP | B-KKt5 |

This is against principle—Knights should be developed before Bish-ops.

| | |
|--------|------|
| 6 Q-K2 | BxKt |
|--------|------|

It would seem that White must recapture the Bishop, as his Queen is attacked, but in reality Black has fallen into our trap.



Position after 6 ... BxKt

7 Kt-B6!

Double check and Mate!

A Lightning Knockout!

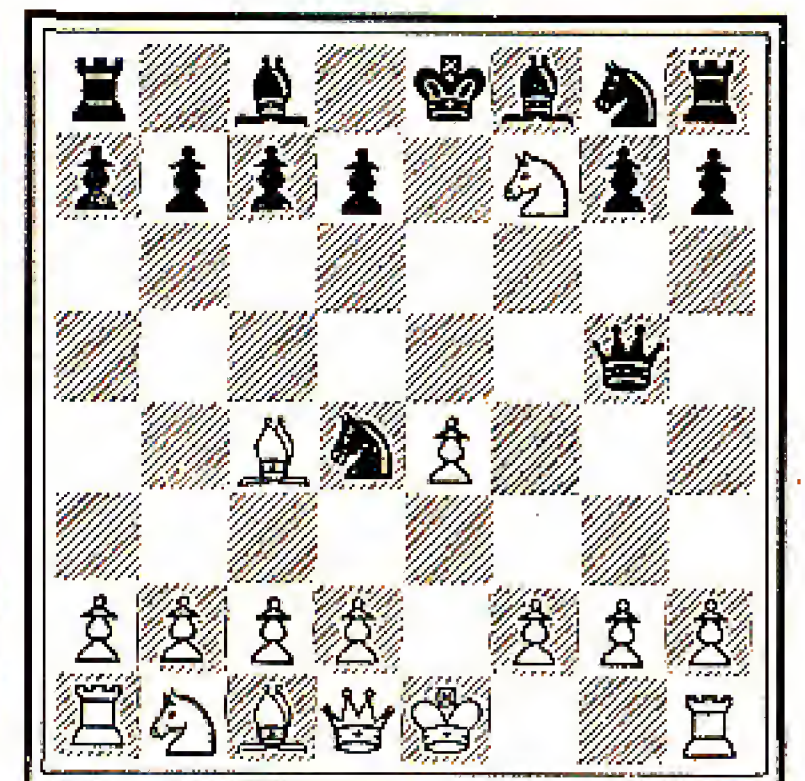
The following trap is one of the best I know to prepare against an opponent who is a Pawn grabber!

Winning Trap No. 4

You are Black

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-Q5 |
| 4 KtxP | Q-Kt4! |
| 5 KtxBP | |

White is attracted by an idea of attacking the Queen and Rook simultaneously, but he is in a trap from which there is no escape!



Position after 5 KtxBP

| | |
|--------|--------|
| 5 | QxKtP |
| 6 R-B1 | QxKPch |
| 7 B-K2 | Kt-B6 |

Mate.

By I. A. HOROWITZ

The Schliemann Defense to the Ruy Lopez, long a favorite with the stars of yesteryear, and since relegated to obscurity for want of an equalizing continuation, again rises to the fore as a result of the following Postal Chess game.

Completely contradicting the opinion set forth in "Modern Chess Openings," Black on his 9th turn discovers a continuation which vigorously demolishes the White position.

RUY LOPEZ

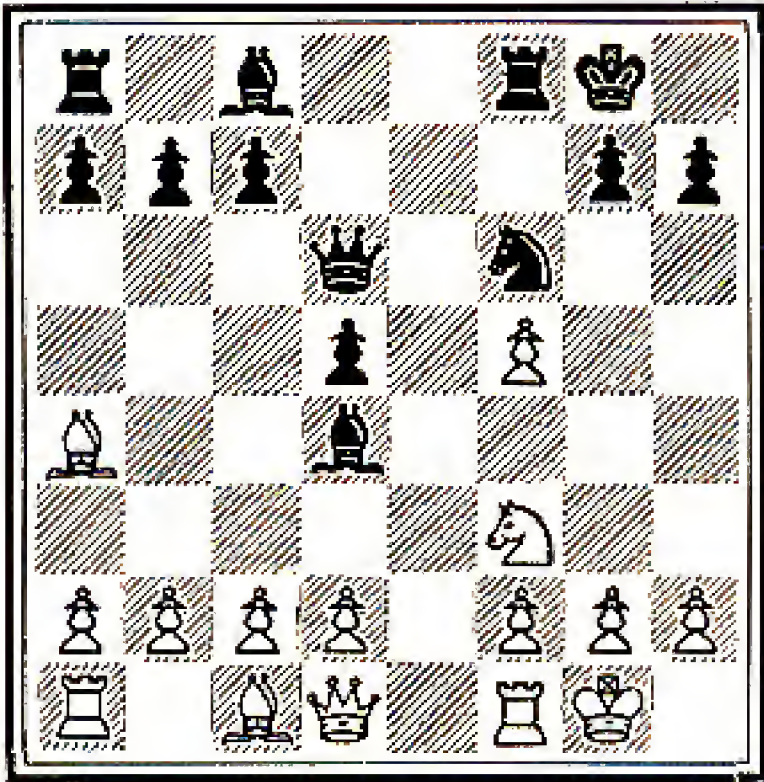
(Schliemann Defense)

| Tom Work, Jr. White | | H. S. Hoit Black | |
|------------------------|--------|---------------------|-------|
| 1 P-K4 | P-K4 | 5 P x P | B-B4 |
| 2 Kt-KB3 | Kt-QB3 | 6 O-O | O-O |
| 3 B-Kt5 | P-B4 | 7 Kt x P | Kt-Q5 |
| 4 Kt-B3 | Kt-B3 | 8 B-R4 | P-Q4 |

9 Kt-K2

At this point M. C. O. gives White the advantage.

9 Q-Q3
10 Kt x Kt B x Kt
11 Kt-B3



11 Kt-Kt5!
12 P-B3

Obviously not 12 Kt x B on account of mate and 12 P-KR3 is met by 12 . . . QB x P; 13 P x Kt, QB x P and the attack after . . . B x Kt is irresistible.

12 R x P
13 P-KKt3

If 13 P-KR3, R x Kt; 14 P x Kt, R-R6! etc. Also if 13 P x B, R x Kt; 14 P-KKt3, R x Pch!

13 Kt x BP
14 R x Kt B x Rch
15 K x B R-B3
16 Q-R1

There is nothing better.

16 B-Kt5
17 B-Q1 B x Kt
18 B x B QR-KB1
19 Resigns

The refutation is so clear and simple that there is little room for discussion.

A SKETCHBOOK OF AMERICAN CHESS PROBLEMATISTS, compiled by Alain White, Edgar W. Allen and Burney M. Marshall. Two Volumes; Limited Edition (250 copies); The Overbook Press, 1942. Total 301 pp. Price—\$7.50.

This is the third of the Frank Altschul series. (Reviews of the first two books appeared in CHESS REVIEW, June-July, 1941 and February, 1942.) Again we have the exquisite two-tone printing on all-rag paper. Altschul's painstaking efforts in producing bibliophiles' dreams, through his privately owned Overbrook Press, reflects a genuine love for beauty and culture.

The Sketchbook, to put it conservatively, is a gigantic undertaking. Yet, the result gives the impression of the grace and ease of a star athlete performing his most difficult task. Of encyclopedic proportions, the Sketchbook is, nevertheless, a truly readable story of those Americans whose accomplishments in problem chess have made the compilation possible. The authors, with characteristic sensitivity, have slighted nobody, for included with the great masters—Loyd, Shinkman, Wurzburg et al—are much lesser lights, relatively obscure and insignificant. The Sketchbook may be considered a reference book. The engaging tone of the biographical glimpses it unfolds, however, and the 179 (!) illustrative diagrams render it more of a bosom companion, sought for pleasure and diversion.

It is comforting to be reassured that problem enthusiasts—contrary to general impression much fostered by journalistic and histrionic wags—have been and are normal individuals, to whom problem chess has been a pleasant avocation and nothing more. Their lives and work are as varied as can be expected of persons engaged in any other activity. You will find the proverbial grocer and doctor. You will note that chess problem genius has not been peculiar to any racial or national group. The great Shinkman, a native of Bohemia, was brought to the United States as a child; his distinguished contemporary, William Meredith, was the son of a U. S. Secretary of the Treasury. Charles Promislo, famed during the flourishing Good Companion days, is of Russian birth, while Nicholas Gabor is of Hungarian extraction. And so on, and so on! The Sketchbook, advertently or not, is a fitting tribute to the various peoples and cultures comprising our United States.

Although the story of American chess problem composition is given in chronological order, the compilers have shown unique skill in the avoidance of mechanical monotony. American chess periodicals are well covered, from CHESS PALLADIUM (middle 19th Century) to CHESS REVIEW. Five sections offer a logical treatment of the sequence from EARLY COMPOSERS (with the incomparable Loyd as center of attraction), to THE REVIVAL (beginning with Shinkman), to the MIDDLE PERIOD (Wainwright, the Bettmanns et al), to GOOD COMPANIONS (with a host of stars), to OUR CONTEMPORARIES. The diagrams cover about a century, from the earliest known diagram by an American composer (I Knous, 1846) to a 1941 Wurzburg, a lovely Frontispiece miniature.

In attempting to talk about the Sketchbook, one feels frustrated, more so than usual, by the limitation inherent in the review of a book. Its exceedingly lively text defies condensation.

(Six selected problems from the Sketchbook, with solutions, appear on page 54.)

—P. L. Rothenberg



P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

This month's fare in the Solvers' Contest consists of ten more Loyd Memorial problems. Our Good Neighbors from Brazil (Nos. 2050-2054) are deservedly well represented. Nos. 2050-2052 are from the Two-Move Open Section. Nos. 2053-2057 are from the Four Way Section (which is treated at length in CHESS REVIEW, June-July, 1942), and Nos. 2058-2059 are from the Three-Move Section. We shall be treated to more of the entries before long.

I extend a hearty welcome to the many new solvers who have joined us. Our family has been on a steady increase and, correspondingly, so has the work of your problem editor. Your cooperation in submitting as neat solutions as possible will be very much appreciated.

Herewith a few hints to new solvers: (1) Unless you are sure that a problem has No Solution, do not make such claim, for you will find that it is more profitable to score a zero than a minus. (2) Examine all possible defenses before claiming a solution. (3) Be suspicious of a key such as a check, the capture of a major piece or one depriving the Black King of one or more flight squares. Such key, usually, will not lead to the solution and if it does, it is likely to be a cook.

A budding composer informs me that he "unfortunately" cannot spare the time to learn how to solve three-move problems because he is busy composing . . . the humor of the situation should be apparent to all. Prominent problemists, including particularly the British authority, C. S. Kipping, lay emphatic stress on solving skill as a requisite for attempts at composition. It is satisfying to note in this month's list of solvers the name of A. J. Fink, a superb problemist. His score: 64, the maximum! No other solver attained it.

November Solutions

(Maximum Credit — 64 Points)

2000, Q-R1. (The addition of a White Pawn on White's K5 eliminates Q-K5 as a cook. The correction appeared in the Dec. issue, but solvers who did not receive that issue on time were credited with 2 points—maximum—for either solution.) 2001, Q-R3. 2002, Q-R6. 2003, B-Q1. 2004, Kt-B6. 2005, Q-Kt6. (This is a fine task which Sven Almgren suggests can probably be accomplished with not so objectionable a key. Composers, take notice! I shall welcome a resetting.) 2006, B-R6. 2007, R-R7. 2008, Q-Kt5, followed by elegant (maximum) Pawn pin

mates. Q-B7, which snared a number of solvers is conclusively met by 1 . . . Q-QKt6! 2009, R-Kt5. 2010, Kt-Q7. 2011, 1 R-K5, KxR; 2 R-Kt5ch, etc. 1 . . . P-K6; 2 R(Kt3)xP etc. 1 . . . P-B4; 2 RxP(K4) etc. This proved to be difficult, especially because of the second variation with the unexpected ambush feature. 2012, 1 P-K4, RxP; 2 B-B4 etc. 1 . . . Kt-B3; 2 PxKt etc. Problem features successive unpins of Black Rook. 2013, 1 B-Q6! threatening 2 BxQPch etc. 1 . . . Kt-Kt4; 2 Q-B1ch!! etc. 1 . . . P-Kt4; 2 Q-B2ch etc. Many solvers justly acclaimed above thematic variations as superb. Other variations: 1 . . . RxB; 2 Q-B2ch etc. 1 . . . RxP; 2 QxR etc. 2014, 1 Q-B4, BxKt; 2 R(Kt1)-Kt3 etc. 1 . . . P-Q4; 2 Q-B1ch etc. 1 . . . B-Kt2; 2 KxB etc. 1 . . . B-Q6; 2 Q-B7ch etc. 1 . . . K-B4; 2 Q-B7ch etc. 1 . . . BxR; 2 QxR etc. This pointed Meredith (a position containing a total of 8 to 12 pieces) proved to be quite elusive because of a number of close tries. 2015 (with White King on KB7 instead of White Queen), 1 B-Kt2, RxB; 2 P-R8(Q)ch, R-R7; 3 Q-R1 Mate. This problem, unfortunately, was anticipated by R. Prytz, Nationaltidende, 1922. I am indebted to C. S. Kipping—who is ever on the alert—for the position: White, K on KKt8; R on QKt3; B on QR8; P's on QR7, KB4. Black, K on QR8; R on KKt4; P's on KKt2, KB4, K6. The principal variation is exactly as in Almgren's No. 2015. No. 2016, intention 1 Q-Q7 threatening 2 Kt-K6ch etc. 1 . . . BxP; 2 Q-K7 etc. 1 . . . Q-Q8; 2 Q-R7ch etc. Cook: 1 QxKt. Too bad. Apparently the problem can be remedied by adding a Black Pawn on Black's QR4, for then 1 QxKt, B-K8; 2 QxB, PxKt and 3 Q-Kt4 is no longer a mate. 2017, intention 1 P-K6, KxP; 2 B-K3ch etc. 1 . . . K-Kt5 or K-Q5; 2 B-Q6ch etc. Cooks: (a) 1 Q-QB8ch, KxP; 2 B-Q2 etc. 1 . . . K-Kt5; 2 Q-B4ch etc. (b) 1 B-Q2, KxP; 2 Q-QB8 etc. 1 . . . K-Q5; 2 Kt-Q3! etc. The second cook was (with ample justification) considered by many good solvers as the intended solution. 2018, (a) 1 Kt-K1, K-R7; 2 Kt-B2, PxKt; 3 B-B4ch etc. (b) with B(R6) on K6, 1 B-B5, K-R7; 2 Kt-Kt4ch, K-R1; 3 B-B2 etc. 2019, No Solution. Corrected diagram, with White B added on White's K3, and intended solution—1 R-QKt4, Kt-any; 2 Kt-B4ch, KtxKt; 3 B-B4ch, KxB; Q-B7ch, KtxQ Mate—appeared in the January issue.

Solutions for November were graded more liberally than usual. I have taken into consideration the delayed delivery of the Dec. issue in which corrections to Nos. 2000, 2012, 2015, 2018 and 2019 appeared.

Prize-Winners This Month

Congratulations to this month's prize-winners in the Solving Contest, *Siegfried Heinemann* of New York City, with a score of 244, and *Albert M. Jenkins* of Norwood, Ohio, with a score of 229. Two prizes are being awarded to make up for the skip in the January issue. The remaining standings are given on the next page.

Solvers' Standings

Names FOLLOW the score.

222: Prof. G. W. Hargreaves. 217: Sgt. G. M. Plowman. 213: I. Rivise. 210: T. Lundberg, E. Popper. 199: S. Almgren. 198: W. I. Lourie, Pvt. J. Neumark. 196: F. J. C. DeBlasio, A.J. Souweine. 188: S. Spiegel. 185: Pvt. H. Seidman. 183: W. G. Jungensen. 182: A. R. Sheftel. 176: D. G. Weiner. 163: S. Ryder. 162: W. Patz. 160: D. L. Schroeder. 155: H. B. Daly. 153: Hays & Stolper. 152: J. A. McFadden. 142: J. Elsmann. 138: C. E. Winnberg. 129: I. Burstein. 127: P. A. Swart. 126: L. Halliwell. 122: W. O. Peters. 121: T. L. Rossi. 118: M. Hanft, C. S. Kipping (solutions for Aug-Sept and Oct.). 109: T. Talmadge. 107: O. H. Ludlow (welcome back!). 103: E. D. Holladay. 94: Arthur Fink. 89: S. Langer. 84: Lt. L. R. Klar. 83: S. Galluccio. 76: E. J. Korpanty. 66: H. N. Oakley. 64: A. J. Fink. 59: G. S. Thomas. 58: W. F. Viveiros. 57: D. Sommerville. 55: C. F. Richter, D. A. Rosenberger, V. J. vanLint. 54: K. Mahler. 52: S. Goodman, L. Herman. 51: R. P. Bailey, Pvt. M. Einhorn. 49: D. Kilgore, G. Marcus. 47: L. J. Abrams. 46: E. A. Erickson. 45: J. J. Robinson. 44: J. Allmeroth, A. H. Weiss. 43: M. Rudholm. 42: E. W. Marchand. 38: M. O. Meyer, E. Williams. 37: H. P. Matosian. 36: Dr. J. H. Noble. 35: E. Ladner. 34: J. R. Haines. 33: E. G. Baldwinson, R. W. Bennett, H. T. VanPatten. 31: Lt. Com. C. Halverson, F. Stoddard, D. Wadsworth. 30: Gene Collett, S. Jackson. 29: P. B. Driver, R. Friauf. 28: J. Mettler, Capt. J. T. Watson. 26: R. E. Gross, J. B. Mulligan. 22: K. E. Doman, E. K. Ernest, L. Werner. 19: J. DeFelice. 16: Lt. W. R. Burdick, C. Juelich. 14: C. V. Allen, R. Buser, B. Colle, H. Kingsberg, H. Rothberg Jr. 13: R. D. Grande. 10: G. M. Banker, R. F. Cleveland. 6: W. N. Yonge. 2: L. G. Baumler.

Solvers, previously listed, whose names do not appear, have been put on the INACTIVE LIST.

OVERBROOK PROBLEM SERIES

For lovers of fine problems and fine books. Limited editions. A SKETCHBOOK OF AMERICAN CHESS PROBLEMATISTS (in 2 Volumes) by Alain White, E. W. Allen, and B. M. Marshall. Just published. The complete story of American problem composition, featuring 179 best problems of the greatest composers. Both - \$7.50.

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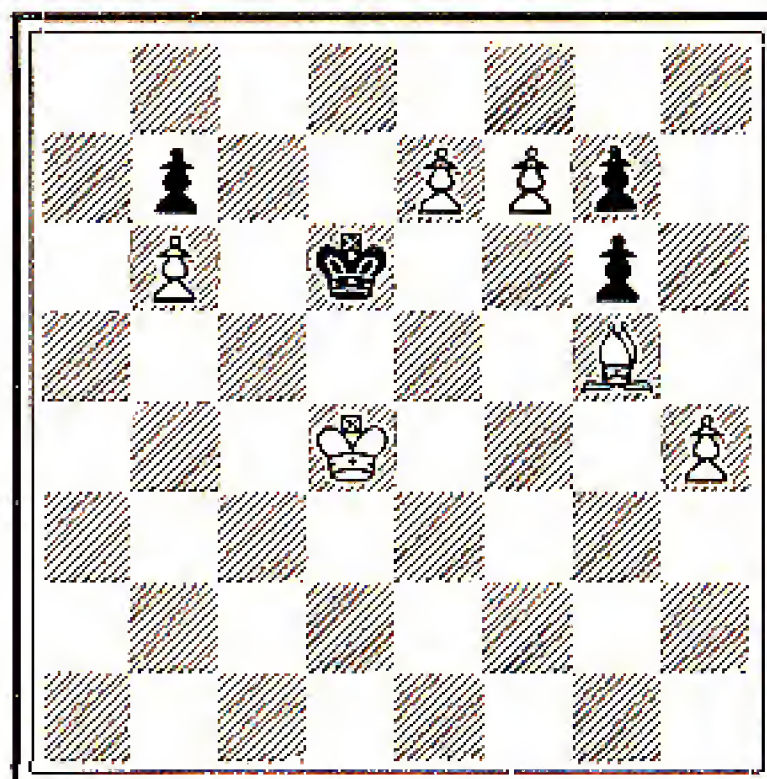
F. GAMAGE, AN ARTIST IN CHESS PROBLEMS—by Alain White. \$5.

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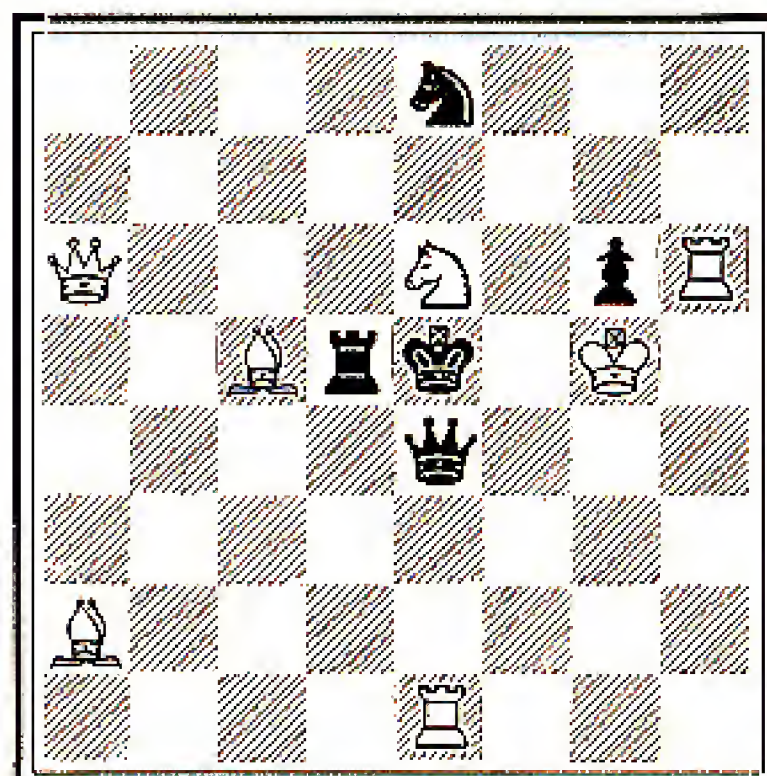
Sketchbook Selections

The following six problems are from A SKETCHBOOK OF AMERICAN CHESS PROBLEMATISTS (reviewed in this issue). Do not peep at inverted solutions given below until after you have solved the problems. The composers:

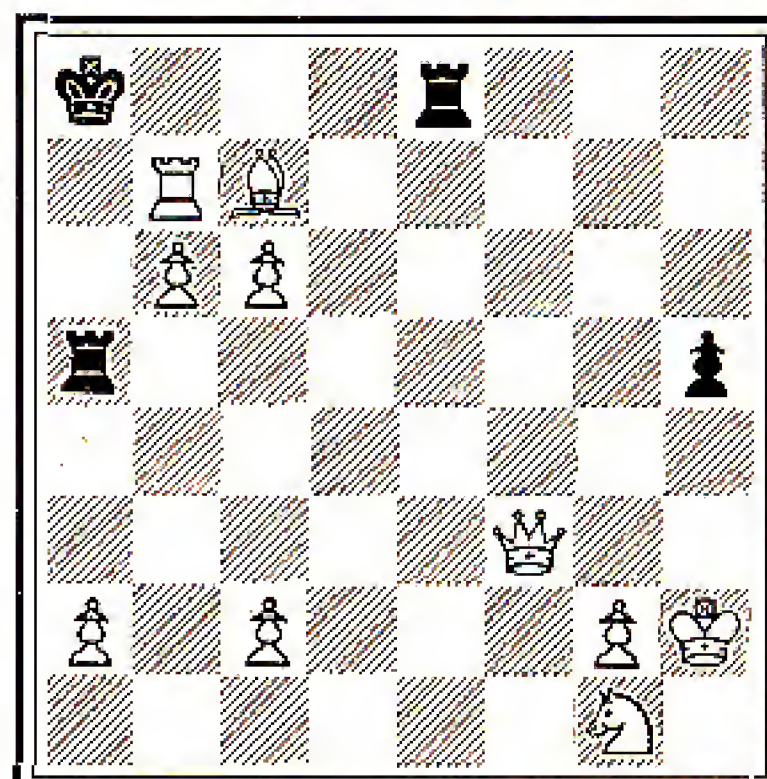
- No. 1: E. B. Cook, Illustrated London News, 1855
No. 2: C. A. Gilberg, First Prize, Danbury News, 1877
No. 3: W. A. Shinkman, (Version) Detroit Free Press, 1882
No. 4: Sam Loyd, New York State Association, 1892
No. 5: Otto Wurzburg, First Prize, Loyd Memorial Ty., 1913
No. 6: K. S. Howard, L'Alfiere di Re, 1925



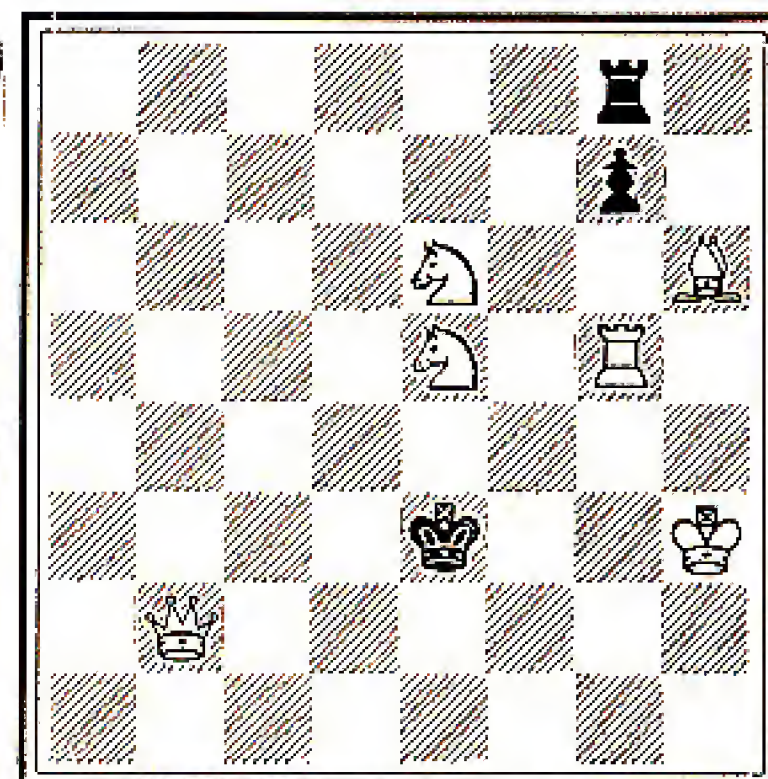
1. White Mates in 3 Moves



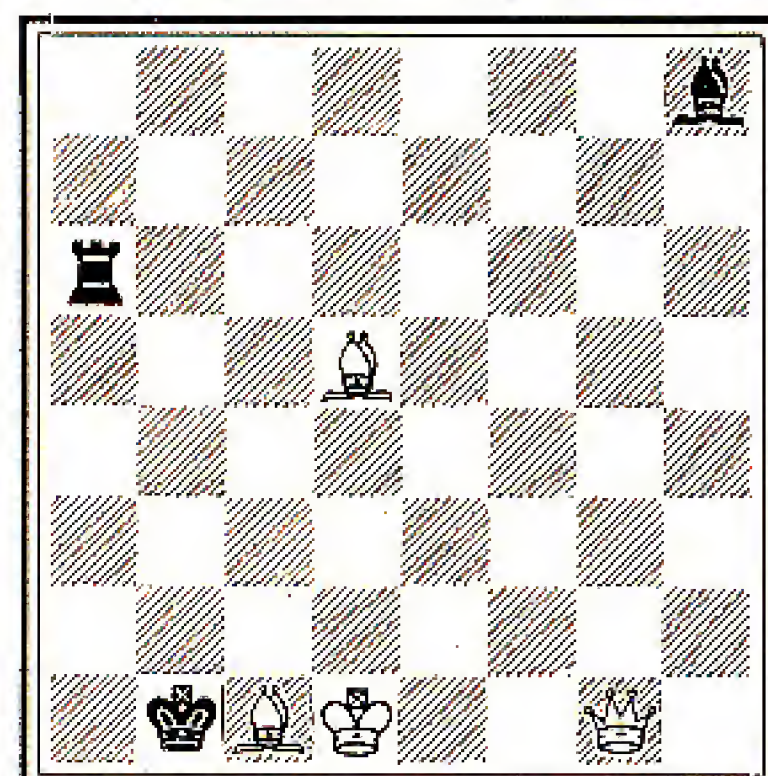
2. White Mates in 2 Moves



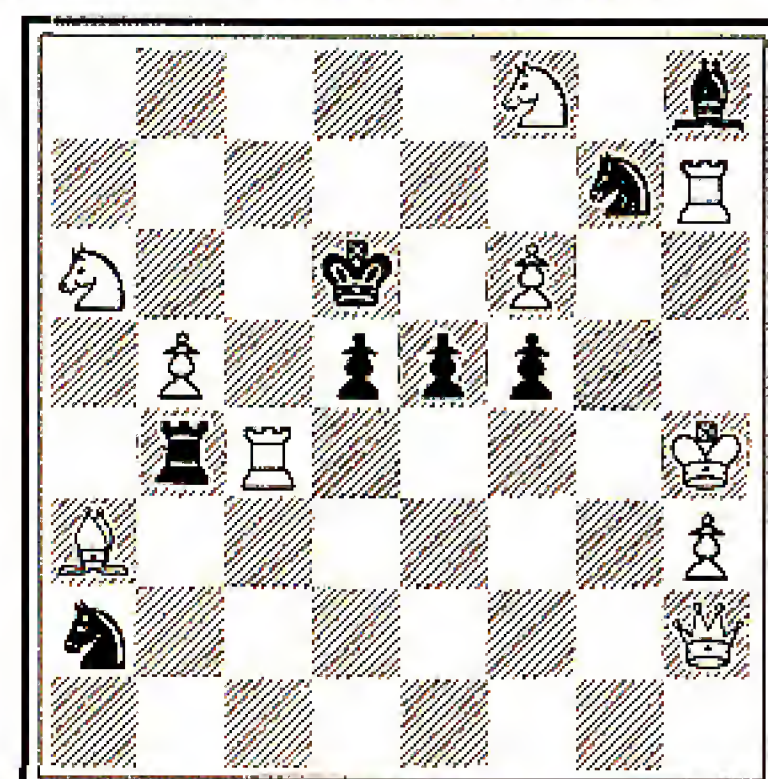
3. White Mates in 3 Moves



4. White Mates in 2 Moves



5. White Mates in 3 Moves



6. White Mates in 2 Moves

No. 1: 1 P-K8(B), K-K3; 2 P-B8(B) etc. No. 2: Q-B11; No. 3: 1 K-R1, R-KK1; 2 Q-Q5, etc. 1 R-R1; 2 Q-B3, etc. For every move of Black, the Queen attacks both Rooks simultaneously, unless a mate is possible on the move. No. 4: Q-R11; "She stoops to conquer." One of the most famous problems in existence. No. 5: 1 K-K2, R-R7ch; 2 B-Q2ch, etc. 1 R-K3ch; 2 B-K3ch, etc. 1 R-R8; 2 B-K4ch, etc. 1 R-KK3; 2 B-K5ch, etc. 1 R-KK3; 2 B-K5ch, etc. 1 K-B7; 2 Q-Q1ch, etc. 1 B-K7; 2 B-Q2ch etc. No. 6: R-B4

Loyd Memorial Problems

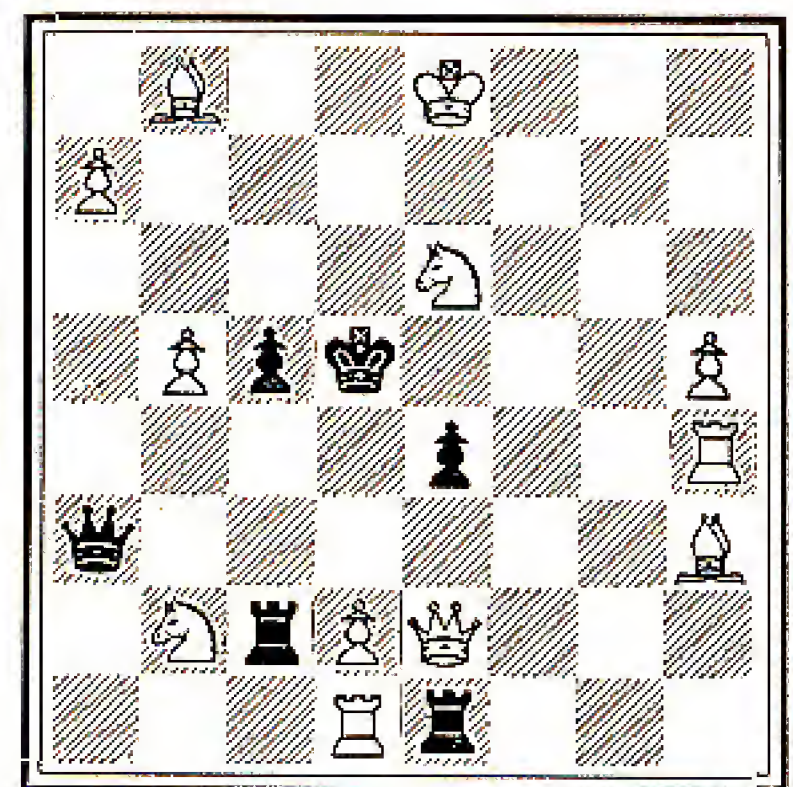
SOLUTIONS TO PRIZE CONTEST PROBLEMS 2050-2059 MUST BE POSTMARKED NOT LATER THAN MARCH 28, 1943. All problems are published for the first time. The composers:

2050—Horacio L. Musante
2051—Tasso Motta
2052—Tasso Motta
2053—Dr. M. da Silveira
2054—E. Berlingozzo

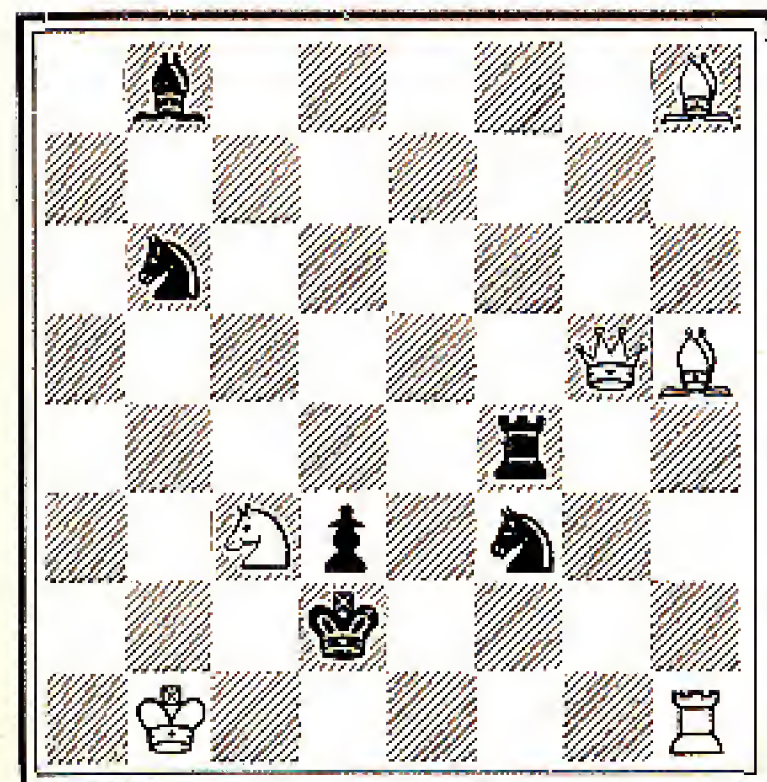
2055—Simon Costikyan
2056—Frederick Gamage
2057—E. M. Hassberg
2058—E. M. Hassberg
2059—Maxwell Bukofzer

RULES OF CONTEST: You may enter this contest at any time. Each month, a half-year subscription to CHESS REVIEW (or extension of present subscription) is awarded to the contestant who heads the solvers' list. The winner's score is then cancelled and he starts anew. Duplicate prizes for tied scores. Submit solutions to Problem Editor before date specified. Key moves only required for direct-mate two-movers and three-movers; key moves and variations for all others. Point credits usually correspond to number of moves. Full credits for correct claims of "no solution" and for "cooks" (solutions other than composer's intention). Deductions for wrong solutions.

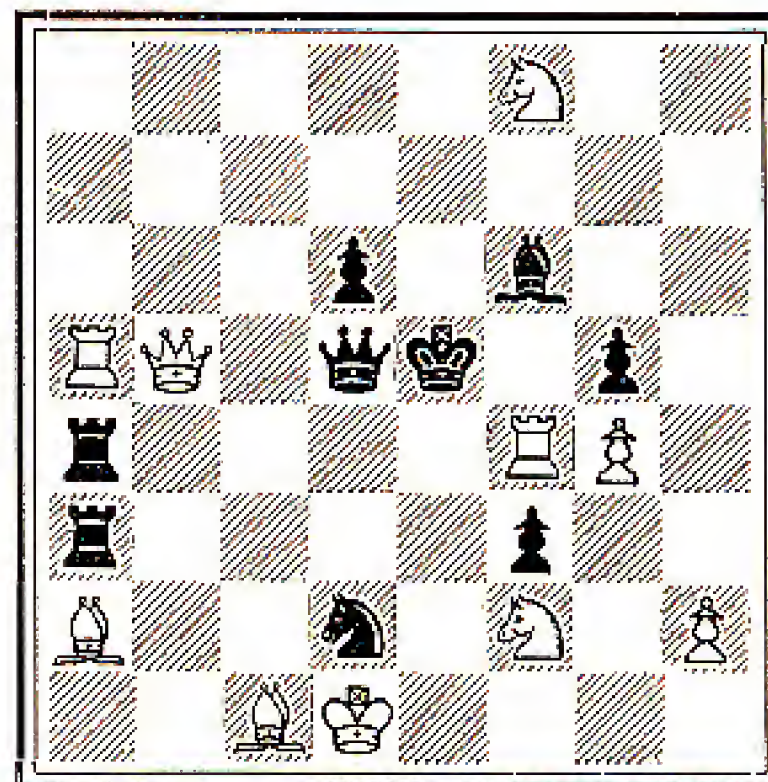
NO ENTRY FEE. THIS CONTEST IS FREE.



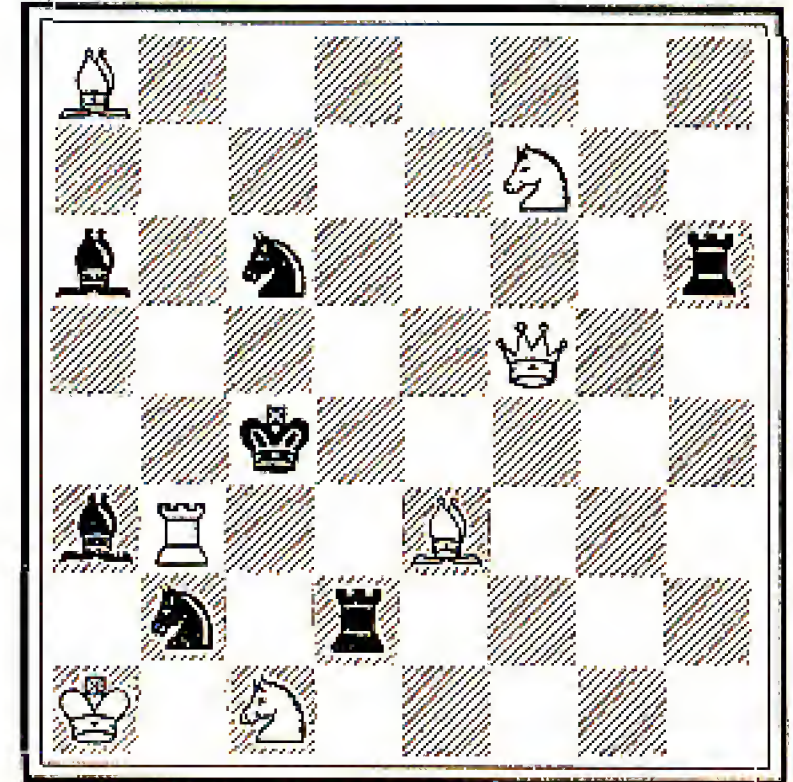
2056 Mate in 2



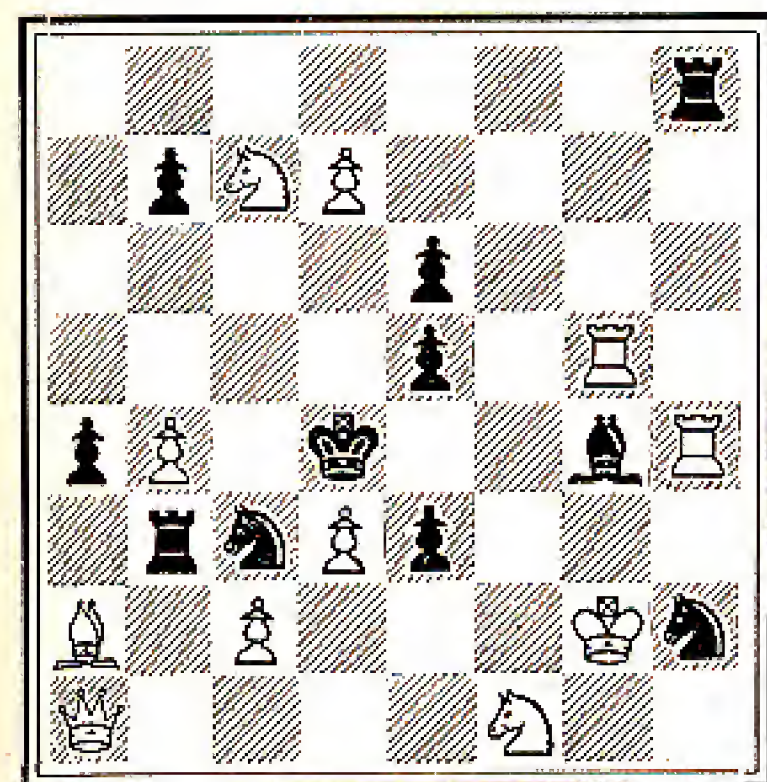
2050 Mate in 2



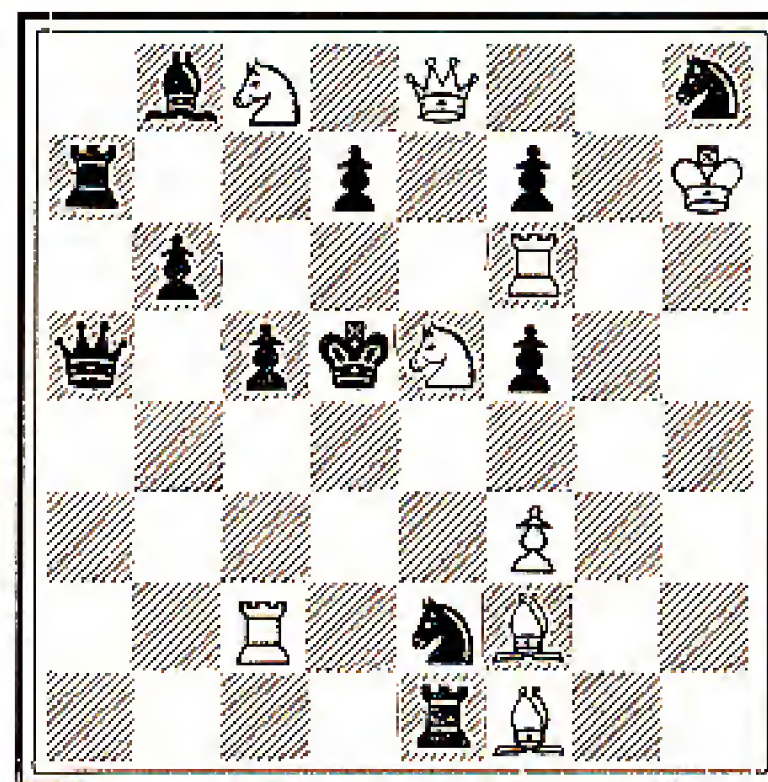
2053 Mate in 2



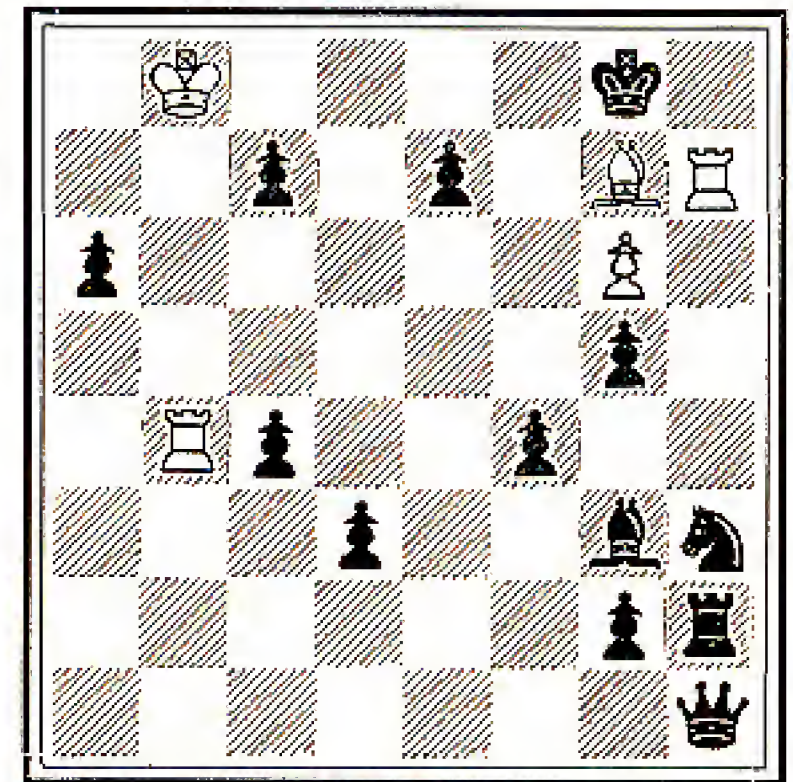
2057 Mate in 2



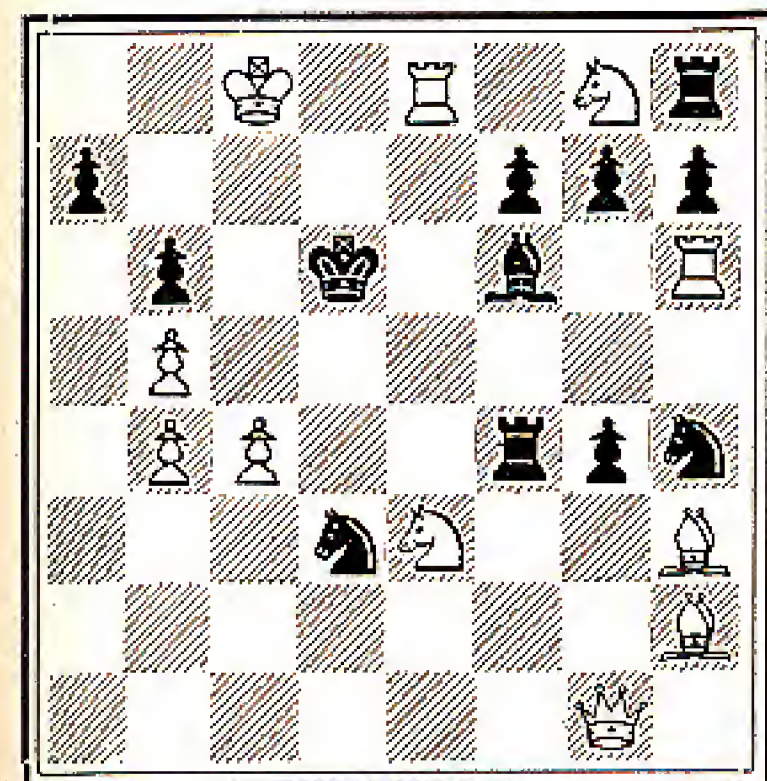
2051 Mate in 2



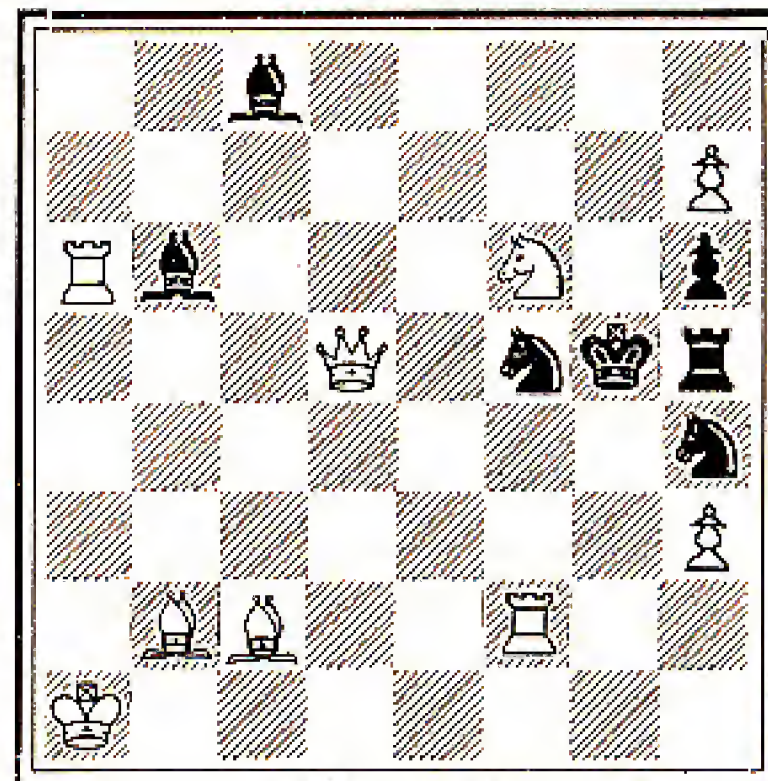
2054 Mate in 2



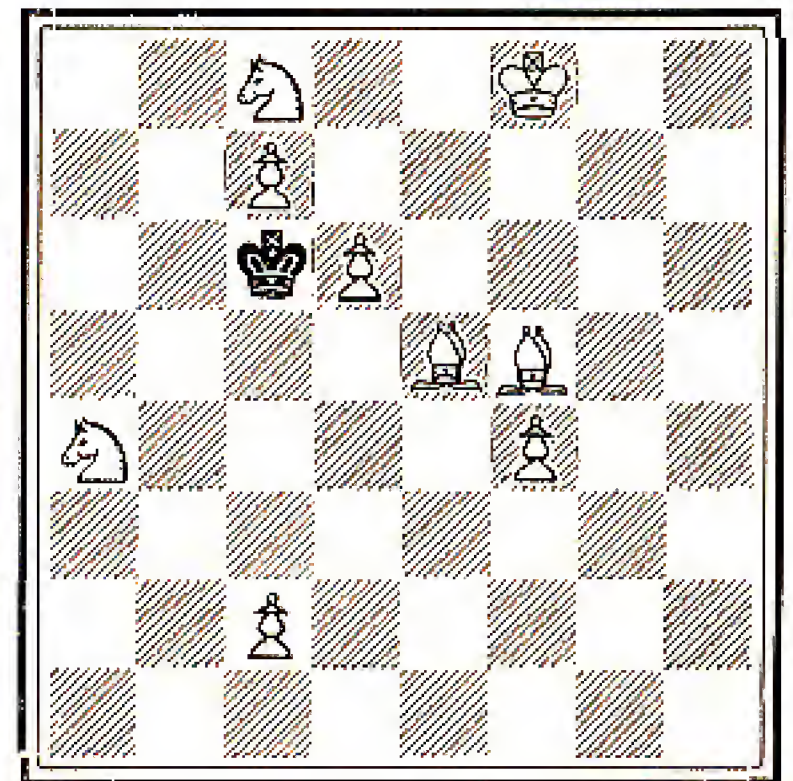
2058 Mate in 3



2052 Mate in 2



2055 Mate in 2



2059 Mate in 3

CHESS BY MAIL



Captain ROBERT P. KEMBLE, whose portrait appears at the left, has a hard time trying to convince us that he doesn't know much about chess. He almost headed the List of Ratings one month, but hastily sent us word that he had lost a couple of games. Capt. Kemble writes:

"My chess career began at the tender age of eleven when, lacking anyone to teach me the game, I studied it in the Encyclopaedia Britannica and taught it to one of my friends. Within a comparatively short time he was trouncing me in every game and I, alas, remained a 'book player.' My star went into a decline while I took up the relatively unimportant topics of medicine and psychiatry and eventually became director of the Worcester (Mass.) Child Guidance Clinic. There the kids got me interested in it again and I helped to organize the present Worcester Chess Club. Luckily, I heard of postal chess, as I am probably the worst over-the-board player who takes your magazine. It's a great help in the Army, for other recreations are often lacking, and one has time between moves to work up fancy variations."

With Our Postal Players

by JACK W. COLLINS
Postal Chess Editor

Each month witnesses more and more of Caissa's devotees entering the Armed Services of their country. Our Postal Chess Player Roster shows an increasing number of Ensigns, Lt. Commanders, Privates, Lieutenants, and Captains. The warriors of the mimic battlefield are fast becoming the warriors of the actual battlefield.

As the boys leave home the subject of letter writing assumes greater importance. Our messages to them contribute to higher morale and their notes to us keep the folks on the home front doing their bit. But even a global war cannot make good correspondents of everyone. Thinking along these lines we happened to read a recent news item in the New York Post which seemed to promote chess and communications at one clip.

The article said: "Humphrey Bogart has started an idea that he hopes will be widely accepted. The Warner star is playing long distance chess games by mail with boys in the service. It all started when a private, then stationed in this country, visited the set of "Casablanca," still at the Hollywood Theatre where Bogart was playing chess with Sydney Greenstreet between scenes. The private offered to take on Bogart and a keen rivalry developed. When the soldier was transferred to the South Pacific, he kept up the game by mail. Since starting the game with the soldier, Bogart has taken on several of his buddies by mail, playing simultaneously."

Well, that's the idea. Keep in touch with the boys and play chess at the same time. What better pacer than a postal chess game can be found to keep the letters and cards running from the homes to the camps, and back again to the homes? If you have a relative, or friend, in the service why not play him one of the Challenge Matches we are now sponsoring? The rules governing these matches were outlined in the December issue, but if you missed them we will send full information on request. It is a good way of contacting the boy in

blue or khaki, playing chess, winning a prize, and maintaining morale while we do the job of destroying the enemies of freedom.

One of our Postal Chess Players wrote to ask about the necessity, or advisability, of writing out all his moves for the duration. This is a question which is frequently asked these days and one which is not readily answered. To our knowledge there is no hard and fast ruling on the matter of writing "chess codes" on cards. If such a rule is in effect it appears to be so only in certain localities. The great majority of players continue to employ the standard abbreviated notation, i. e. R-KB6, rather than the full length, Rook to King's Bishop six. So, at least for the present, it seems to be a matter of personal discretion and judgment. We shall keep informed on the subject and shall pass along to you any new facts that merit attention.

Most of you do not need to heed the following, but it would be very helpful if some did. At the bottom of your assignment-sheet is a sentence that reads: "PLEASE REMEMBER TO GIVE YOUR SECTION NUMBER IN ALL GAME REPORTS." There was good reason to use capitals and underlining, as some players fail to do more than write "Jones 1, Smith 0;" when sending their reports. Of course the missing section number, and other data, can be discovered in the files, but it takes time. So, this time with an exclamation point, PLEASE REMEMBER TO GIVE YOUR SECTION NUMBER IN ALL GAME REPORTS!

Prize-Winners This Month

| Sec. | Player | Prize | Score |
|--------|--------------------|-------|-------|
| 41-2 | Dr. H. C. Shephard | 2 | 5 -2 |
| 41-2 | A. Linder | 3 | 4 -4 |
| 41-33 | C. Parmelee | 1 | 5½-1½ |
| 41-33 | H. L. Read | 2 | 4½-2½ |
| 41-33 | A. V. Masket | 3 | 3½-4½ |
| 42-C4 | Capt. R. Kemble | 1-2 | 5 -1 |
| | Dr. B. W. Paul | 1-2 | 5 -1 |
| 42-C8 | F. Kantor | 1 | 5½- ½ |
| 42-C8 | G. R. Smith | 2 | 4 -2 |
| 42-C8 | T. Talmadge | 3 | 3½-2½ |
| 42-C10 | J. C. Kalbach | 2 | 3 -2 |

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1943 VICTORY TOURNAMENT

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| 6th PRIZE | \$10 |
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| 10th PRIZE | \$10 |
| Next TEN Prizes (11th to 20th) | |
| \$5 each | \$50 |

Additional Book Prizes

EVERY player who qualifies for the final round and finishes his playing schedule but fails to win a cash prize will be awarded a copy of the NEW \$3.00 CHESS CLASSIC "The Golden Treasury of Chess"—a big 304-page compendium containing 539 of the most brilliant games of chess ever played. (To be published early in 1943 by Horowitz and Harkness, New York).

Consolation Prizes

EVERY player who enters this tournament and finishes his playing schedule but fails to qualify for the final round will be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament where he will compete for prizes in a 7-man section.

ENTER NOW!

The pleasure and enjoyment you derive from playing chess by mail can now bring you the added thrill of competing for—perhaps winning!—one of these BIG CASH PRIZES!

Twenty (20) cash prizes, amounting to a total of \$300.00, will be awarded to the twenty players who finish with the highest scores in CHESS REVIEW's new 1943 VICTORY TOURNAMENT. The Grand First Prize is \$100.00!! Second Prize is \$50.00! Third prize is \$25.00! And there are 17 other CASH prizes, as listed on this page.

But that isn't all! Every player who qualifies for the final round and finishes his playing schedule will either win one of these 20 cash prizes or he will be awarded a big 304-page \$3.00 book entitled "The Golden Treasury of Chess," containing 539 of the most brilliant games of chess ever played.

This is one event in which everybody wins a prize of some kind. You can go after that big \$100.00 first prize, or one of the other 19 cash prizes; but, if you don't succeed, you will have an opportunity to win a \$3.00 book prize. (We estimate that at least one-fourth of all entries will reach the final round and win a cash or book prize!)

Even if you fail to qualify for the finals, you will then be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament, where you will compete for prizes in a 7-man section.

Anybody can enter this tournament. It doesn't matter whether you have played postal chess before or not. Now is a good time to start. Complete instructions, explaining how chess is played by mail, will be sent to all new entries, together with our Rules of Postal Chess.

Read the Tournament Rules on the next page and then fill in and mail the entry form below, or a copy of it, to CHESS REVIEW, 250 West 57th Street, New York, N. Y.

CHESSESS REVIEW, Postal Chess Dept.,
250 West 57th St., New York, N. Y.

ENTRY
FORM

I enclose \$----- Enter my name in -----
section(s) of your 1943 VICTORY TOURNAMENT.
The amount enclosed covers the entry fee of \$2 per
section.

New players only: Please fill in line below in order
that we may include your name in our list of Postal
Chess Ratings.
I consider myself a Class.....(A, B or C) player.

Name -----
Address -----
City ----- State -----

1941 OPEN TOURNAMENT

| | |
|-------|---|
| Sec. | |
| 41-2 | Dr. Shephard 1, Linder 0. |
| 41-23 | Robinson 1, Gluski 0. |
| 41-25 | Stauffer 1, Kramer 0. |
| 41-29 | Kahn ½, Ad. Weiss ½. |
| 41-33 | Parmelee defeated Henry, Kingsland-Smith, Masket twice, and Nead. |
| 41-34 | Henry 2, Halverson 0, adjudicated. |
| 41-35 | Chauvenet ½, Boyd ½, adjudicated. |

1942 CLASS TOURNAMENT

| | |
|--------|--|
| 42-C2 | Parker defeated Hadden and Neumark; Ruckert 1, Hawkins 0. |
| 42-C3 | Culbertson 1, Hallager 0; Brown ½, Roberts ½. |
| 42-C4 | Kemble defeated Holiff and Jacobs. |
| 42-C5 | B. Rozsa defeated Work and Dayton; T. Rozsa 1, B. Rozsa 0. |
| 42-C8 | Kantor 1, Talmadge 0, adjudicated. |
| 42-C9 | Spielberger 1, B. Rozsa 0. |
| 42-C10 | Campbell 1, Bennett 0. |
| 42-C12 | Spielberger ½, Kaplan ½. |
| 42-C13 | Siller forfeited to Ozgo and Wallace. Ozgo 1, Chase 0. |
| 42-C15 | Reichenbach 1, Boyle 0. |
| 42-C18 | Michels 1, Nicholson 0. |
| 42-C19 | Siller forfeited to Franklin and Kirkegaard. Engskov ½, Quanstrom ½. |
| 42-C20 | Starkey withdraws; all games annulled. |
| 42-C22 | Coulter, Harris, and Thomas defeated Hartman. |
| 42-C22 | Charosh 1, Culbertson 0. |
| 42-C23 | Bischoff 1, Hoehn 0; Willner 1, Kelsey 0; Kelsey 1, Henry 0. |
| 42-C24 | Farnum 1, Schultz 0. |
| 42-C25 | B. Rozsa 1, Higgins 0. |
| 42-C27 | Benjamin 1, Dr. Paul 0; Little 1, Banker 0. |
| 42-C28 | Breidenbach and Scheffer withdraw; all games annulled. |
| 42-C32 | Randall 1, Jensen 0. |

1942 SECTIONAL TOURNAMENT

| | |
|--------|--|
| 42-S1 | Siller forfeited to Allured, Borker, Engelmann, and King. Engelmann 1, Al. Weiss 0. |
| 42-S2 | Borker defeated Elsmann and Sax, and drew with Wolf. |
| 42-S3 | Casey 1, Hamilton 0; Flaherty 1, Boggis 0. |
| 42-S4 | Brandstrom 1, Tomori 0; Parker defeated McCullough and Brandstrom. |
| 42-S5 | Siller forfeited to Frediskov, Mitchell, and Mrs. Muir. Brown defeated Mitchell and Thomas. |
| 42-S6 | Boyle and Lacey defeated Wright. |
| 42-S8 | Steinmeyer defeated Allison and Lacey. |
| 42-S9 | Mrs. Fenley 1, Dr. Moore 0. |
| 42-S10 | Axinn withdraws; all games annulled. Dr. Paul defeated Borker and Gleason, and lost to Hal-lager. Wade 1, Gleason 0. |
| 42-S11 | Handler withdraws; all games annulled. Choc defeated Henry, and lost to Engskov. |
| 42-S12 | Yavorsky 1, Nyland 0. |
| 42-S13 | Shapiro defeated Uberti, and drew with May and Steckel. Steckel 1, Fetell 0; May 1, Higgins 0. |
| 42-S14 | Finnigan 1, Parkman 0. |
| 42-S16 | Benjamin 1, Lieber 0. |
| 42-S18 | Balke 1, Clausen 0. |

POSTAL CHESS EQUIPMENT

Chess by Mail Post Cards: Use these especially printed cards for mailing moves and avoid mistakes. Standard ruling and diagram blank on each card -----100 for 75c

Game Score Sheets: Pad of 100 sheets, 6" x 11", ruled for 60 moves -----50c each

Loose-Leaf Game Score Book: High quality loose-leaf binder with 50 game score sheets. Handy pocket size 4¼" x 6½". Sheets 3½" x 6" ruled for 60 moves. Diagram blank on back of each sheet. Complete -----\$1.00
(Refill sheets — 75c per 100)

CHESS REVIEW

250 West 57th Street

New York, N. Y.

1. Two qualifying rounds and one final round will be played in CHESS REVIEW's 1943 Victory Tournament. In all three rounds, contestants will compete in sections consisting of seven players. Each contestant in a section will play one game with each of his six opponents (3 games with White, 3 with Black). To expedite play, every effort will be made to group players by geographical location.

2. All contestants in the preliminary round who score 3½ or more game points will qualify to play in the semi-final round; and all semi-finalists who score 3½ or more game points in the semi-final round will qualify to play in the final round. (In each case, players who score 3½ points will immediately be grouped in sections with other qualifiers so that play in the three rounds will overlap to some extent).

3. In the event that additional players are required to complete the last sections formed in the semi-final and final rounds, these players (from one to six in each case) will be selected from among those who scored 3 points in the previous round and in the order of their CHESS REVIEW Postal Chess Ratings at the time these final sections are made up.

4. Except as provided in Rule 3, players who score less than 3½ points in the preliminary round and qualified semi-finalists who score less than 3½ points in the semi-final round will not be eligible for the announced cash and book prizes. However, each of these eliminated contestants will become eligible to play in one section of CHESS REVIEW's regular Postal Chess Class Tournament, without payment of any additional entry fee, provided the contestant has continued and finished all his scheduled games in the 1943 Victory Tournament.

5. A First Prize of \$100.00 and 19 other cash prizes will be awarded by CHESS REVIEW in accordance with the published schedule of prizes to those 20 qualified finalists who achieve the highest total scores in the three rounds of the tournament. In addition, every qualified finalist who finishes his playing schedule in all three rounds, and who fails to win a cash prize, will be awarded a \$3.00 book prize, as announced in the published schedule of prizes.

6. When computing the total scores of qualified finalists to determine the distribution of prizes, each game won in the preliminary round will be scored as 1 point; each game won in the semi-final round will be scored as 2.2 points; each game won in the final round will be scored as 4.5 points. A drawn game will be scored as half these respective amounts. (This weighting system is adopted to provide for the fact that game points in the three rounds are scored against progressively stronger players. Moreover, the weighting system will practically eliminate ties in the final standings.)

7. No contestant may win more than one prize and no prize will be divided. In the case of ties, if 2 or more finalists tie for first place, achieving the same total score as computed in rule 6, then the first 2 or more prizes will be reserved for those finalists and the prizes will be awarded in accordance with the scores achieved by them in a tie-breaking round-robin contest in which each contestant will play two games with every other contestant. Similarly, ties for any other cash prizes will be broken in the same manner. Any ties which may develop in the tie-breaking contests will be broken under the Sonneborn-Berger system.

8. The entry fee is \$2. No additional fee is charged for semi-final or final rounds. A contestant may enter up to five (but not more than five) preliminary sections upon payment of the entry fee of \$2.00 per section. Multiple entries by one person will compete and qualify as though made by separate individuals. However, as no contestant may win more than one prize, a player who qualifies for more than one section of the final round will be awarded his book or cash prize on the basis of the total score achieved by only one of his multiple entries. (The entry making the highest total will be taken.) Multiple entries will always be placed in different sections of each round. A free entry into the Class Tournament will be given for each entry in which the contestant fails to qualify for the final round.

9. This tournament will be played under CHESS REVIEW's official Rules and Regulations of Postal Chess with certain amendments and additions. A copy of the Official Rules and special playing rules which apply only to this tournament will be mailed to each entry, or to any prospective entry upon request.

10. Upon entering, each contestant agrees that the decision of CHESS REVIEW and its Postal Chess Editor in all matters affecting the conduct of the tournament, including the acceptance and classification of entries, the adjudication of games, the award or refusal of forfeit claims, the distribution of prizes, and all interpretations of the rules and regulations, shall be final and conclusive.

Postal Chess Games of the Month

The following have been selected as the most interesting game scores submitted during the past month.

SICILIAN DEFENSE

Dr. B. Paul
White

- 1 P-K4
- 2 Kt-KB3
- 3 P-Q4
- 4 KtxP
- 5 Kt-QB3

L. Borker
Black

- P-QB4
- P-Q3
- PxP
- Kt-KB3
- P-K3

The Scheveningen Variation; not as popular as it was a few years ago.

- | | | | |
|--------|-------|-----------|--------|
| 6 B-K2 | Kt-B3 | 10 B-B3 | Q-B2 |
| 7 O-O | B-K2 | 11 Kt-Kt3 | P-QKt4 |
| 8 B-K3 | O-O | 12 P-K5 | Kt-K1? |

Inferior to 12 . . . PxP; 13 PxP, Kt-Q2; and 14 . . . B-Kt2.

- | | | | |
|---------|-------|-------------|------|
| 13 Q-K1 | B-Q2 | 17 PxP e.p. | KtxP |
| 14 R-Q1 | R-B1 | 18 B-B3 | B-K1 |
| 15 Q-B2 | R-Kt1 | 19 P-Kt4 | |
| 16 B-K4 | P-B4 | | |

Beginning a sharp attack against Black's King.

- | | | | |
|------------|--------|----------|----------|
| 19 | B-B2 | 27 Q-R3 | Kt-K4 |
| 20 P-Kt5 | Kt-K1 | 28 BxP | Kt(4)-Q2 |
| 21 Q-Kt2 | R-B1 | 29 R-Q4 | KR-Q1 |
| 22 P-B5! | PxP | 30 R-KR4 | Kt-B1 |
| 23 Kt-Q5 | BxKt | 31 B-K4 | Q-Q2 |
| 24 BxBch | K-R1 | 32 B-KB5 | Q-K1 |
| 25 B-K6 | R-QKt1 | 33 B-Q4 | KtxP |
| 26 P-Kt6 | Kt-B3 | | |

Loses quickly, as does 33 . . . P-R3; 34 RxPch, PxR; 35 QxPch, K-Kt1; 36 B-K6ch, KtxB; 37 RxKt.

- | | | | |
|------------|--------|-----------|---------|
| 34 B(4)xKt | BxB | 37 K-R1 | Q-Kt4 |
| 35 RxPch | K-Kt1 | 38 B-K6ch | K-B1 |
| 36 Q-R5 | Q-K6ch | 39 QxQ | Resigns |

NIMZO-INDIAN DEFENSE

Albert Weiss
White

- 1 P-Q4
- 2 P-QB4
- 3 Kt-QB3
- 4 Q-B2
- 5 P-QR3
- 6 QxB
- 7 Q-B2
- 8 Kt-B3

Albert Angelmann
Black

- Kt-KB3
- P-K3
- B-Kt5
- P-Q4
- BxKtch
- Kt-K5
- Kt-QB3
-

Simpler is 8 P-K3, as the text loses time with the Queen.

- | | | | |
|-----------|--------|-----------|--------|
| 8 | P-K4 | 15 P-QKt3 | P-B4 |
| 9 PxKP | B-B4 | 16 B-Kt2 | P-B5 |
| 10 Q-Kt3 | Kt-R4 | 17 PxP | PxP |
| 11 Q-Q1 | KtxQBP | 18 BxKt | BxB |
| 12 P-K3 | Kt-Kt3 | 19 R-B1 | KR-Q1 |
| 13 B-Q3 | Q-K2 | 20 Kt-Q2 | B-Q6 |
| 14 O-O | O-O | 21 R-K1 | Kt-Q4! |

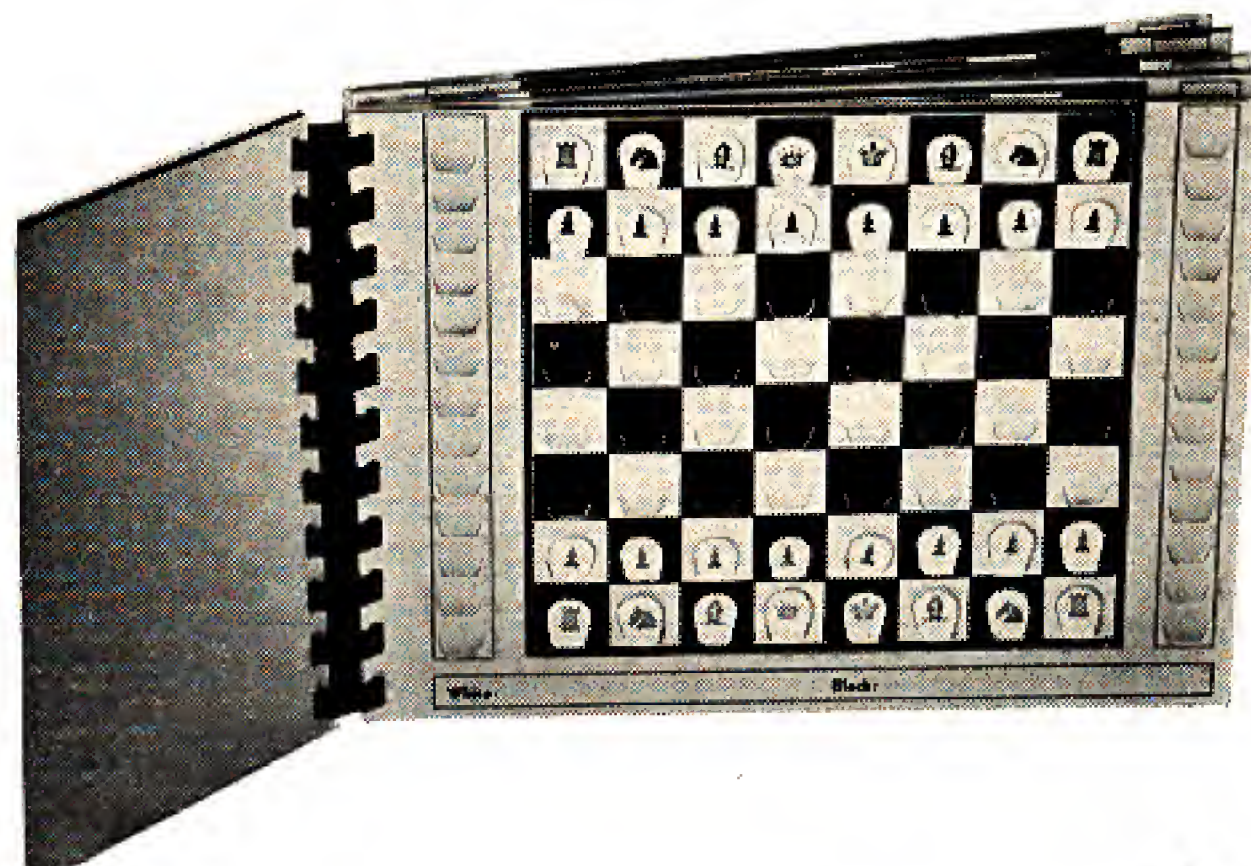
Sets the queen-side pawn majority in motion. If 22 KtxP?, BxKt; 23 RxB, KtxP and wins.

- | | | | |
|----------|--------|----------|-------|
| 22 Q-Kt4 | P-QKt4 | 26 QxB | P-B6 |
| 23 P-B4 | Q-K3 | 27 B-R1 | P-QR4 |
| 24 Q-B3 | QR-B1 | 28 R-K2? | |
| 25 Kt-K4 | BxKt | | |

Hastens the end, but nothing really can be done to halt the formidable pawns. 28 P-B5 would prolong, but not alter, the final result.

- | | | | |
|-------------|--------|---------|-------|
| 28 | P-QKt5 | 31 RxP | KtxR |
| 29 PxP | PxP | 32 BxKt | P-Kt7 |
| 30 R(2)-QB2 | P-Kt6 | Resigns | |

For if 33 BxP, RxRch; 34 BxR, R-Q8ch; 35 K-B2, RxB; 36 Q-R8ch, R-B1; leaves Black a Rook to the good.



New!

Better!

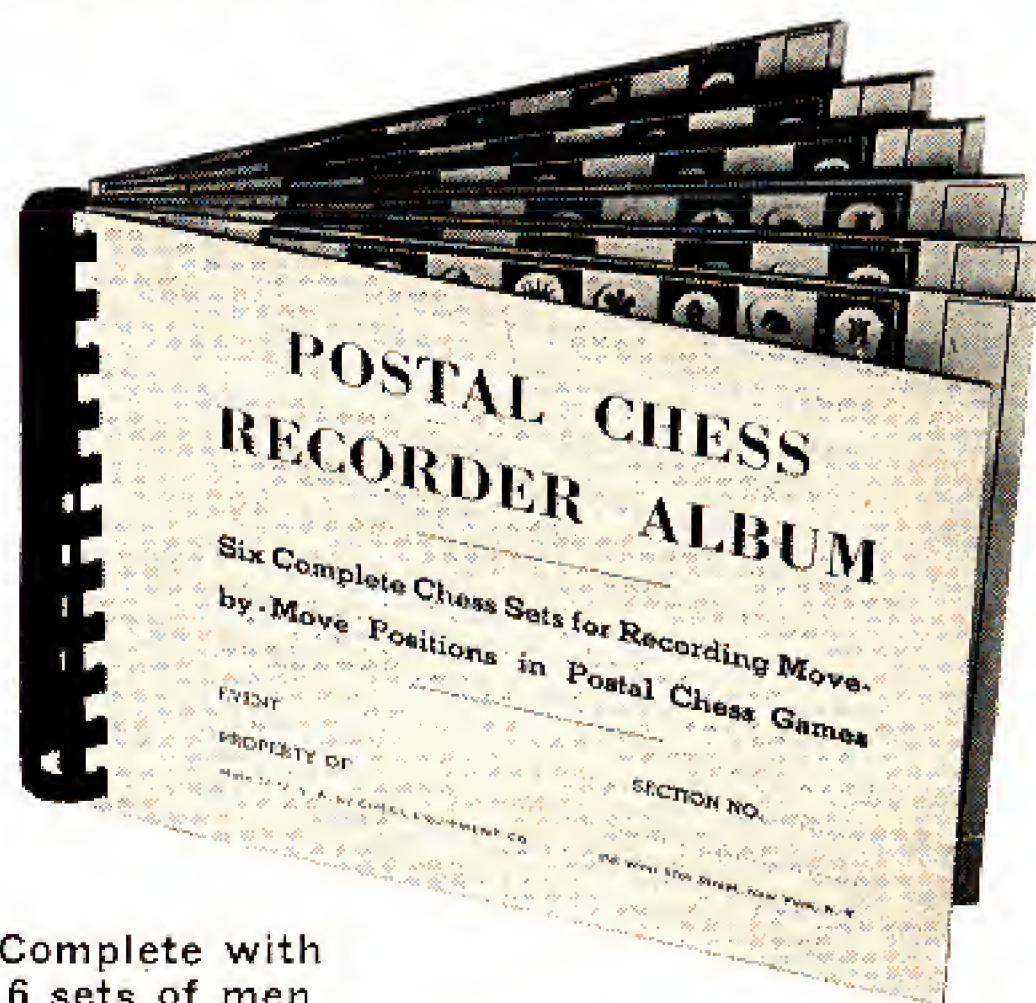
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READERS' GAMES

Reviewed by Fred Reinfeld

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An instructive example of the need for following up a sacrifice in the most incisive manner.

British Guiana and British West Indies Championship, 1941

QUEEN'S GAMBIT DECLINED

D. B. Robinson R. W. Story

White Black

| | |
|----------|--------|
| 1 P-Q4 | P-Q4 |
| 2 Kt-KB3 | P-K3 |
| 3 P-B4 | Kt-KB3 |
| 4 B-Kt5 | B-K2 |
| 5 Kt-B3 | Kt-B3 |

As is well known, this move is generally not good in Queen's Pawn Openings. The QBP is blocked and the development of the QB is impeded.

| | |
|--------|-------|
| 6 P-K3 | O-O |
| 7 B-Q3 | PxP |
| 8 BxP | Kt-Q2 |

Black naturally courts exchanges to relieve his cramped position.

| | |
|--------|-------|
| 9 B-B4 | B-Kt5 |
|--------|-------|

... B-Q3 was much better. The text is no contribution to the solution of Black's problems.

| | |
|-----------|--------|
| 10 O-O | BxKt |
| 11 PxP | Kt-Kt3 |
| 12 B-QKt3 | Kt-Q4 |
| 13 Q-Q3 | |

The following exchange cannot be avoided, but it helps White by strengthening his grip on the important center square K5. Note, by the way, that Black has been left with a highly ineffectual Bishop, whose scope is reduced by his own Pawns.

| | |
|----------|-------|
| 13 | KtxB |
| 14 PxKt | P-KR3 |
| 15 B-B2 | P-B4 |
| 16 Kt-K5 | KtxKt |

To leave White's Knight on K5 would be extremely uncomfortable, but now the marked difference in the effectiveness of the Bishops will tell against Black, especially in view of the terrible weakness on his K3.

| | |
|----------|------|
| 17 BPxKt | P-B3 |
|----------|------|

| | |
|----------|------|
| 18 QR-K1 | Q-K2 |
| 19 R-K3 | |

The most logical plan for White is to play P-QB4 and concentrate on forcing P-Q5 at a favorable opportunity. However, the King-side attack gives Black chances to go astray.

| | |
|---------|---------|
| 19 | R-B2 |
| 20 R-R3 | Q-B1 |
| 21 R-K1 | P-KKt4? |

A serious positional error which weakens Black's game irretrievably. Now White has new and easy targets for attack.

| | |
|---------|--------|
| 22 R-R5 | R-R2 |
| 23 R-K3 | P-Kt5? |

This intensifies the effect of the previous error, as White at once opens up the King-side with decisive effect.

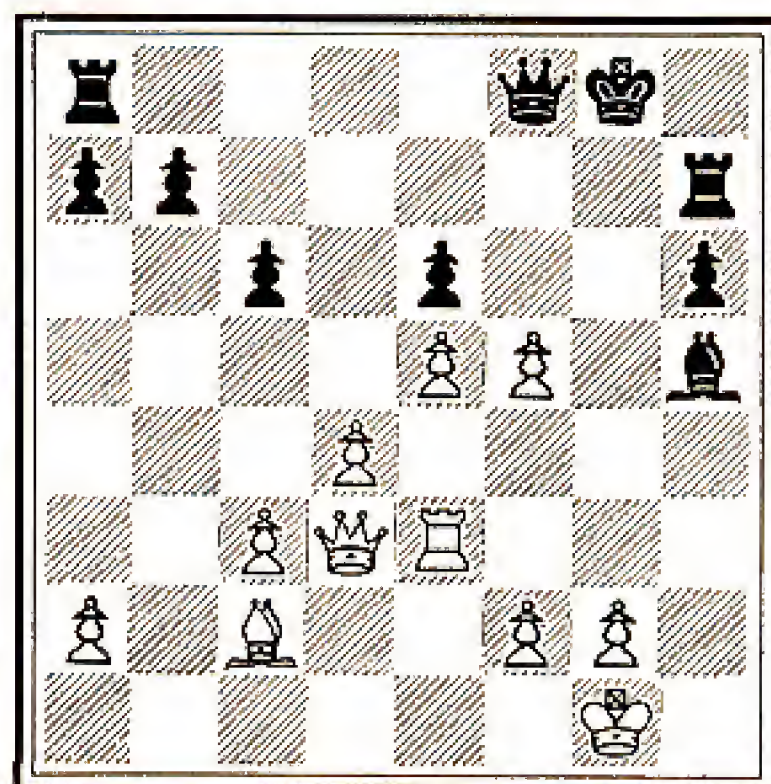
| | |
|----------|------|
| 24 P-KR3 | B-Q2 |
|----------|------|

His position is hopeless: if 24 ... PxP; 25 R(3)xP followed by Q-Kt3ch and Q-B4. Note how vulnerable Black's King-side has been rendered by the needless Pawn advances.

| | |
|----------|------|
| 25 PxP | B-K1 |
| 26 PxP?! | |

This should win in a very complicated manner, but why not 26 R-R4, with an easy win in sight?

| | |
|---------|-----|
| 26 | BxR |
|---------|-----|



| | |
|----------|------|
| 27 PxP?? | |
|----------|------|

The sacrifice of such valuable material as a Rook requires either quick success or lasting pressure. The text yields neither, and in fact permits Black to extricate himself without much trouble.

The right way was 27 P-B6! If then (a) 27 ... Q-B2; 28 R-Kt3ch, K-R1; 29 QxRch, QxQ; 30 BxQ, KxB; 31 R-Kt7ch, K-R1; 32 P-Kt4, B-K1; 33 RxP, with a winning ending; or (b) 27 ... R-Q2; 28 R-Kt3ch, K-R1; 29 Q-K3, P-Kt3; 30 R-R3 with a winning attack.

The vital difference between 27 PxP?? and 27 P-B6! is that the latter creates a powerful wedge in Black's position and soon leads to a decisive deterioration of his game.

| | |
|----------|-------|
| 27 | R-Kt2 |
| 28 B-Kt3 | Q-K2 |
| 29 P-Q5 | PxP |
| 30 QxP | K-R1 |

Avoiding the trap 30 ... R-Q1? 31 QxRch!

White resigned a few moves later.

A short but very instructive game.

MUZIO GAMBIT

G. Kibbey J. Parker

White Black

| | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 P-KB4 | PxP |
| 3 Kt-KB3 | P-KKt4 |

While this variation is probably playable, its traditional difficulties place considerable demands on Black. For this reason, modern usage favors 3 ... P-Q4, aiming for quick development and a type of game in which Black can strive for the initiative himself.

| | |
|-----------|-------|
| 4 B-B4 | P-Kt5 |
| 5 O-O | PxKt |
| 6 BxPch?! | |

The "Wild Muzio"—and a very formidable weapon it is, as we

know from the games of MacDonnell, Staunton, Morphy and other old-timers. White speculates, as usual in this opening, on Black's exposed King and his lack of development.

6 KxB
7 QxP Q-B3

Black's lonesome King needs some company. White's problem is now the quick opening of the KB file.

8 P-K5?! QxP
9 P-B3

Rather tame. 9 P-Q4, and if 9 QxPch; 10 B-K3 would give better attacking chances.

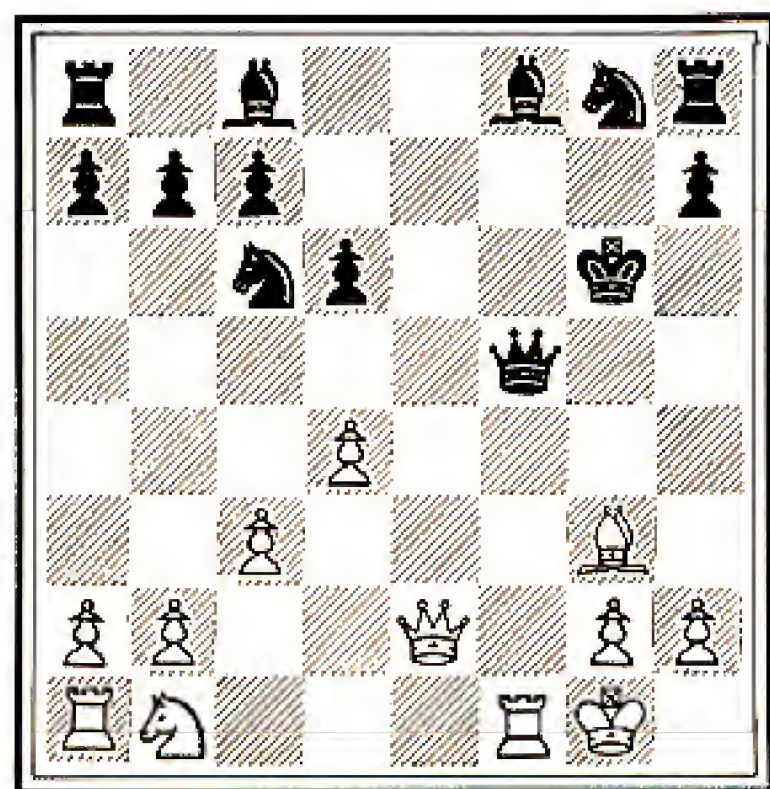
9 P-Q3
10 P-Q4 Q-KB4
11 BxP Kt-QB3
12 Q-K2

At last he is ready to work on the KB file.

12 K-Kt3

The threats on the KB file weren't so terrifying as all that. Why not simply more development (and bear in mind that easy development by the defense means that the attack is dead!) by 12 . . . Kt-B3 and if 13 B-Kt3, QxRch; 14 KxQ, B-Kt5 with more than enough material for the Queen and a good attack—for Black!!

13 B-Kt3



13 Q-KKt4?

Again Black fails to make the best of his chances. Simply 13 . . . QxRch was in order, with much the same kind of play as recommended in the previous note.

At this stage it is worthwhile to make a very important point, namely that the general run of players are very reluctant to give up their Queen, even for more than adequate compensation. This unwillingness is partly due to great respect for the powers of the Queen, and partly to the fact that only the most experienced players are adept at coordinating the powers of minor pieces and Rooks against the hostile Queen. It is therefore useful to take positions such as the one diagrammed above, and experiment with the task of

proving the superiority of Rook and two minor pieces against the Queen.

14 Q-K8ch Resigns

For if 14 . . . K-R3; 15 QxBch, Q-Kt2; 16 B-B4ch, K-Kt3; 17 Q-K8ch, Q-B2; 18 QxQch, KxQ; 19 B-K5ch.

Private Camire, now in the Air Corps, tells us that this game was played last year in Washington, D. C.

RUY LOPEZ

A. Higuera White A. E. Camire Black

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-Kt5 P-QR3
4 B-R4 Kt-B3
5 O-O P-QKt4
6 B-Kt3 P-Q3

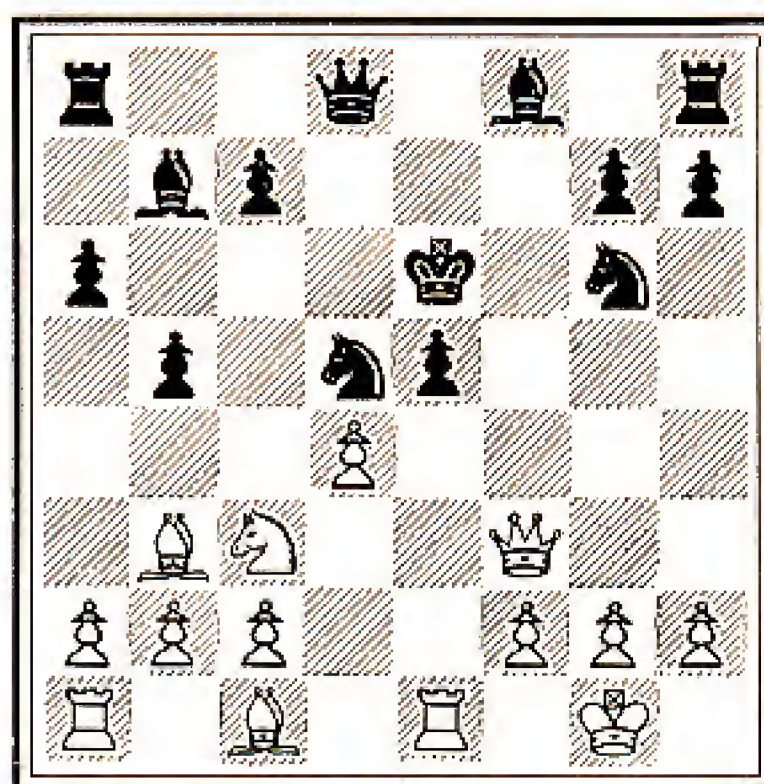
. . . B-K2 would be clearer. Regarding the opening, see P. 151 of the June-July issue.

7 Kt-Kt5 P-Q4
8 PxP KtxP?!

The customary course is 8 . . . Kt-Q5; 9 P-Q6, KtxB; 10 PxP, QxP; 11 RPxKt, P-R3 and Black has a strong position for the Pawn. Exposing oneself to a Fried Liver Attack, as Black courageously does here, is not to everyone's taste!

9 KtxBP! KxKt
10 Q-B3ch K-K3
11 Kt-B3 Kt-K2
12 P-Q4 B-Kt2
13 R-K1 Kt-Kt3

An unenviable position for Black!



14 PxP?

A serious mistake. White voluntarily ruins his attacking chances by closing the vital K file, with the result that his own KP screens the hostile King from attack! The right way was 14 B-KB4! taking advantage of the double pin. In that case, with the attack going full blast on the file and on the diagonal, Black would have been in bad shape.

14 B-Kt5
15 B-Q2 BxKt

16 BxB R-KB1

Although appearances are still somewhat against him, Black no longer has anything to fear and is already taking over the attack.

17 Q-R3ch R-B4
18 QR-Q1 Kt-B5
19 QxP Q-Kt4
20 P-Kt3 Kt-R4
21 P-KR4

Impetuosity is no virtue in such positions; but . . . what to do?

21 Q-Kt5
22 R-Q4 Kt-B5
23 KR-K4

This almost looks like the beginning of something, but Black gets in his licks first.

23 Kt-R6ch
24 K-B1 RxPch
25 K-K1 QxKtP
26 K-Q1 R-B8ch
27 B-K1

Or R-K1, Kt-B7ch; 28 K-K2, RxRch; 29 KxR, Kt-K5ch; 30 K-Q1, Q-Kt8ch and wins.

27 Kt-B7ch
28 K-K2 RxBch
29 KxR KtxRch

White resigns, as he will be mated in a few moves. An instructive game, especially at move 9.

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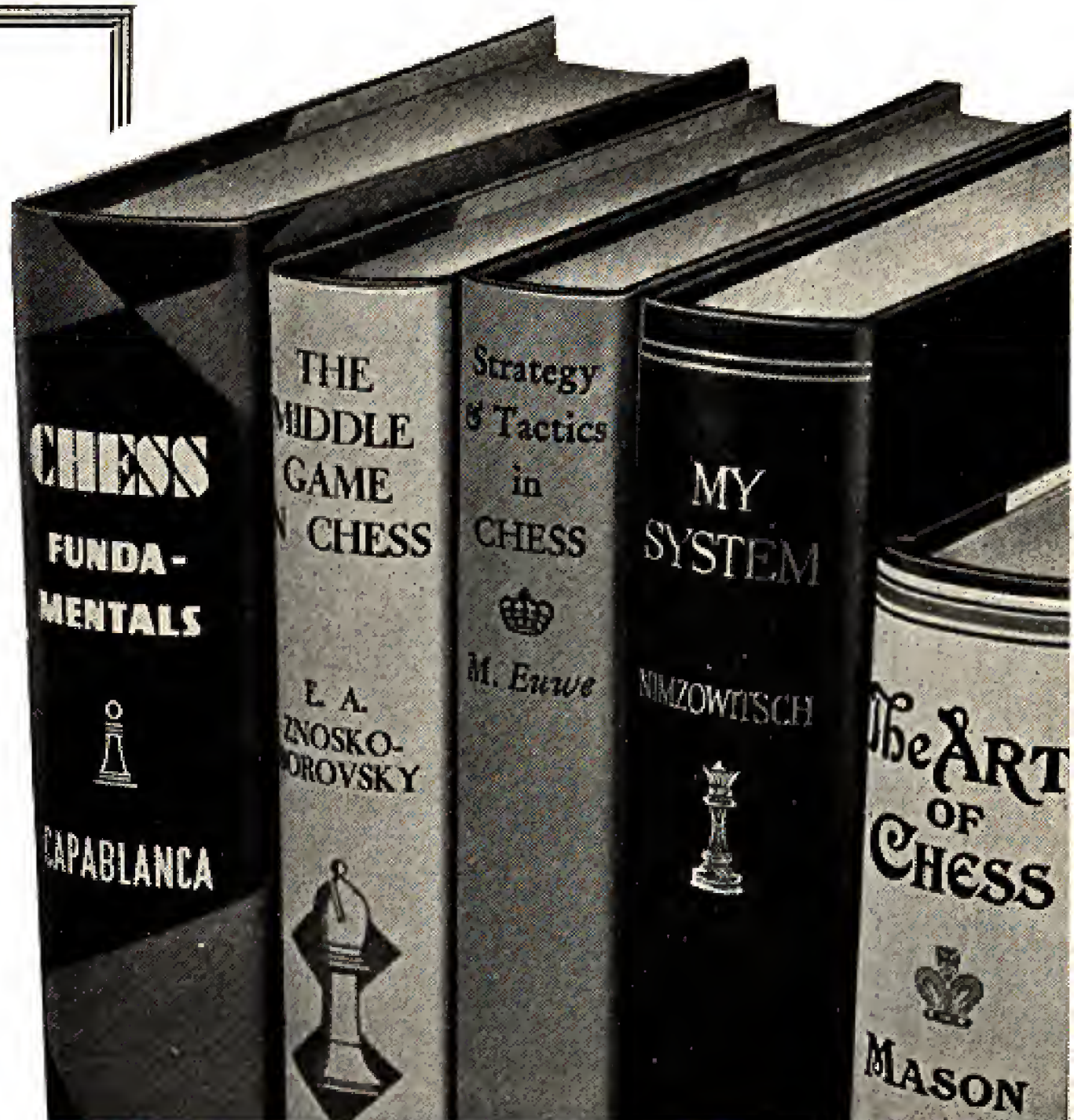
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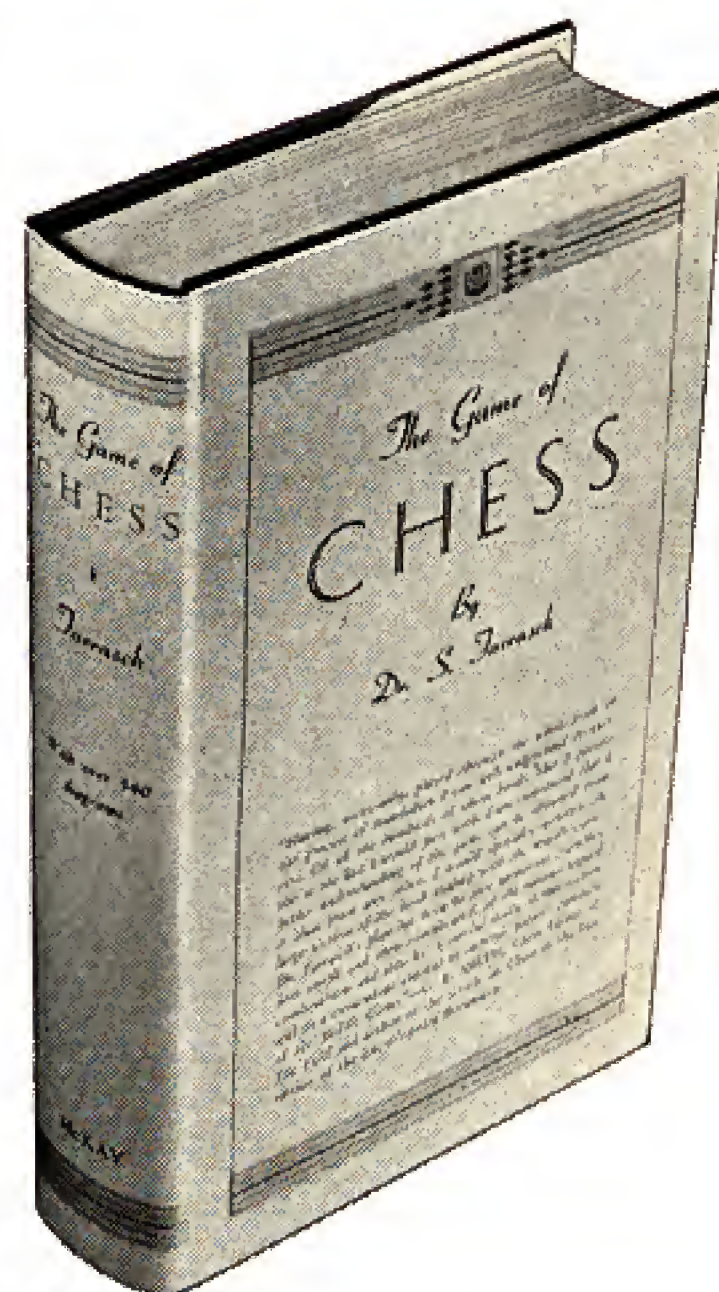
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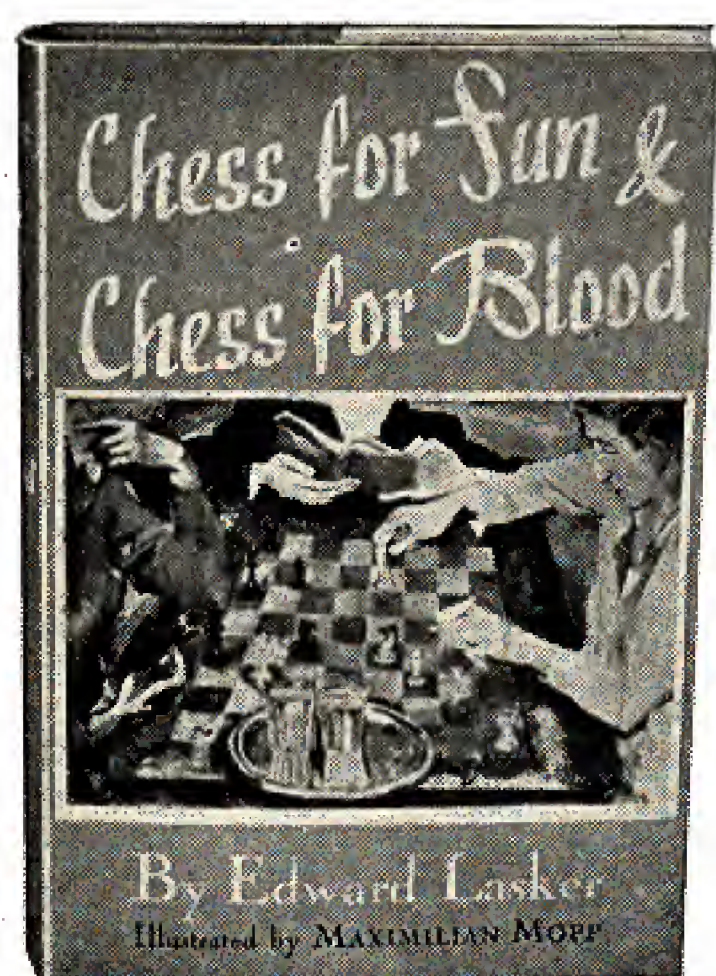
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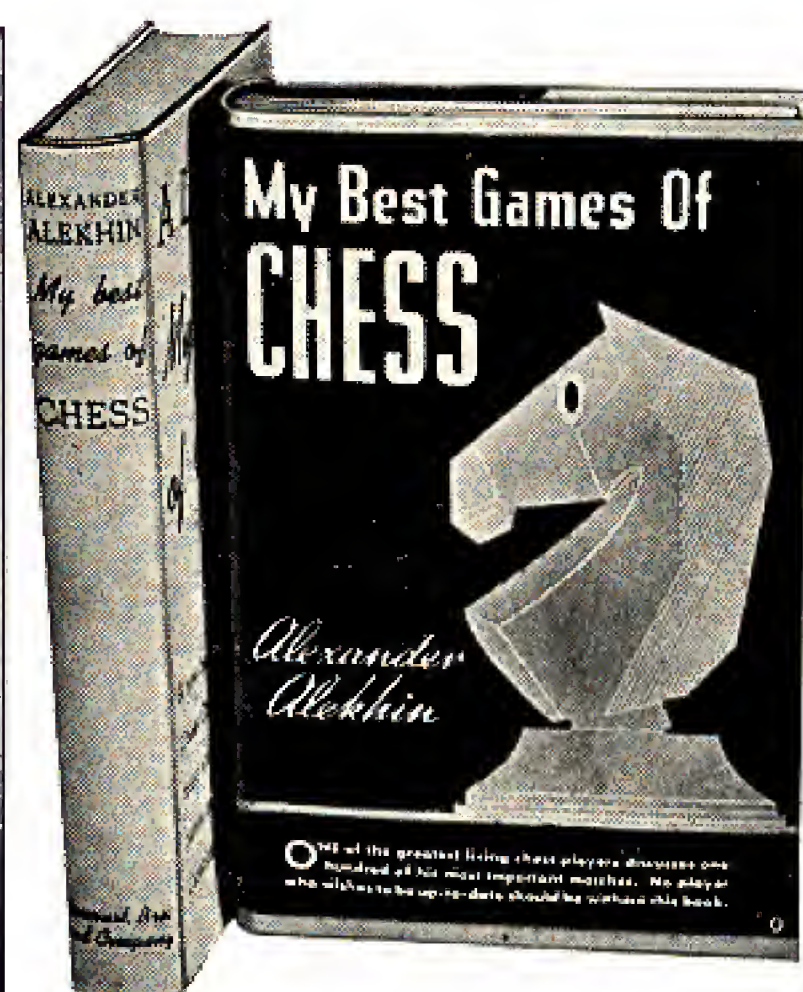
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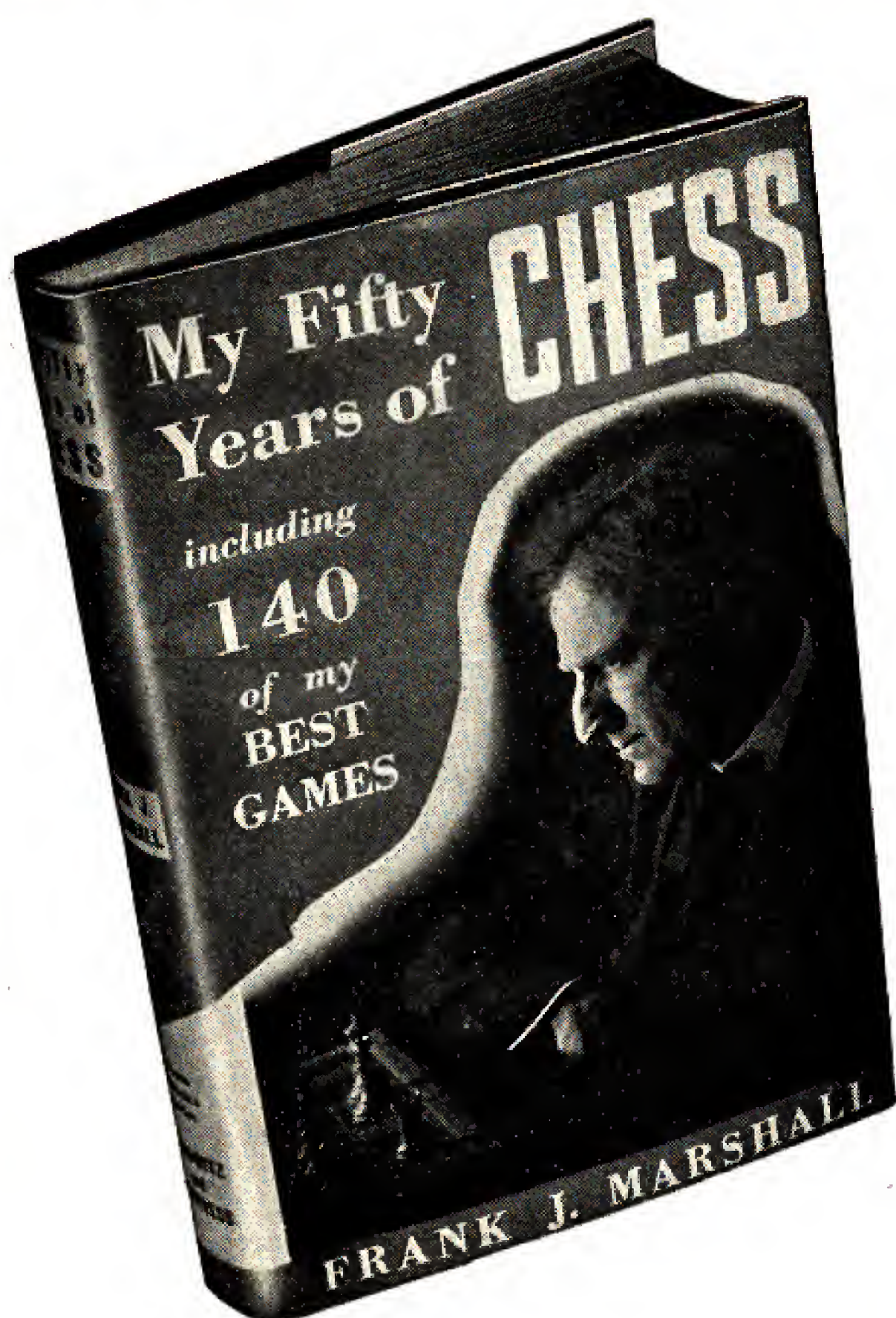
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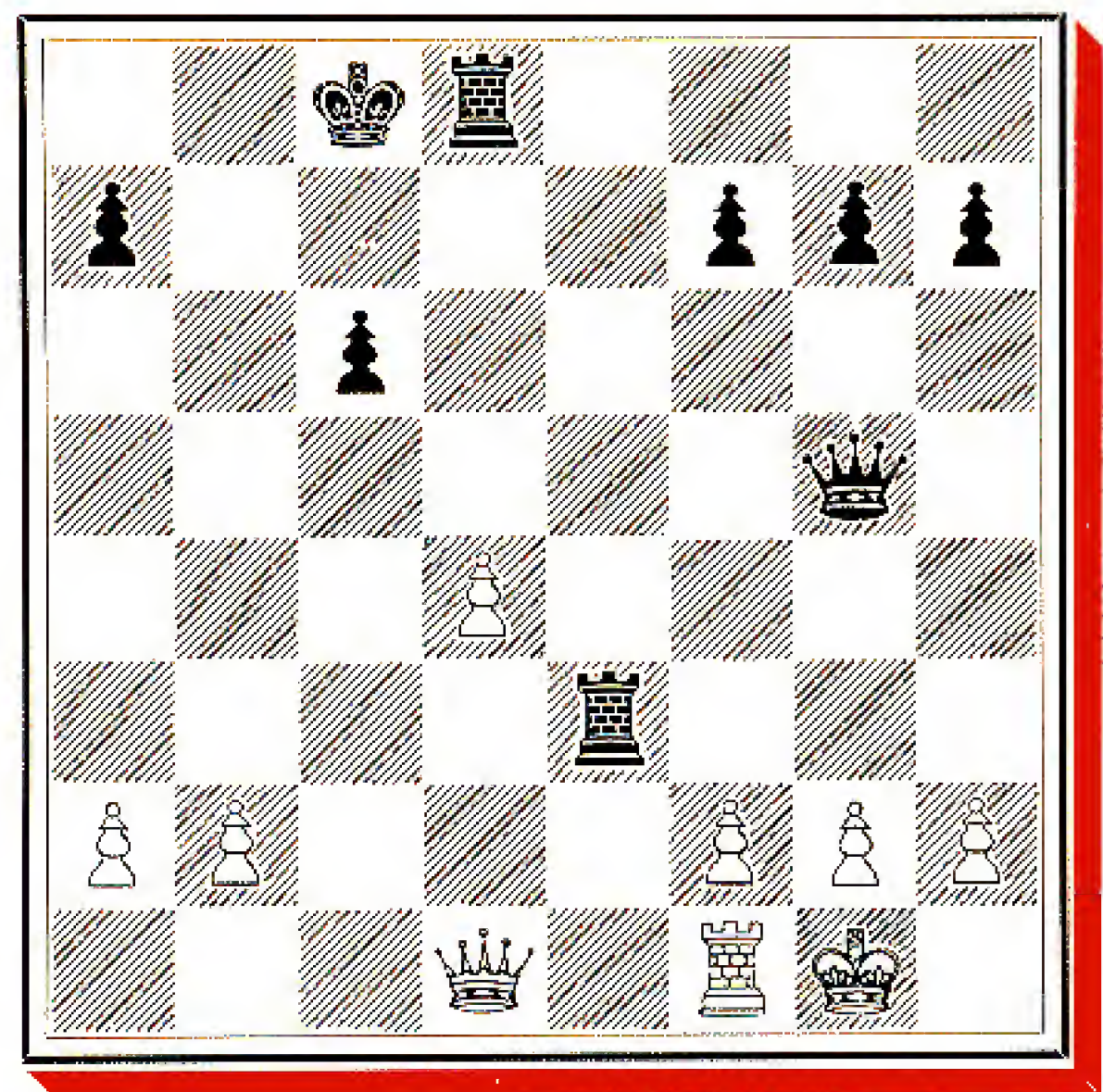
In the position shown here, White is a Rook down. You can see at a glance that White can get the piece back immediately by playing P x R. That's the obvious move. Most players would recapture without thinking any more about it. Is that what YOU would do?

The position is from Rubinstein's game with World Champion Emanuel Lasker at St. Petersburg, 1909. Under the diagram appears the subtle, brilliant continuation played by Rubinstein. The obvious P x R would have *lost* the game. The move Rubinstein selected enabled him to *win*.

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White to Play

- | | |
|-----------|-------|
| 1 Q—B1!! | R x P |
| 2 P x R! | R—Q2 |
| 3 Q x Pch | K—Q1 |
| 4 R—B4!! | P—B4 |
| 5 Q—B5! | Q—K2 |

White has forced the exchange of Queens. The game is by no means over but White has maintained his advantage and eventually wins. Annotations (omitted here) show that Black's responses are practically forced.

If White had played the "obvious" 1 P x R, then 1 . . . QxPch; 2 K-R1, QxP and *Black* would have obtained the advantage.

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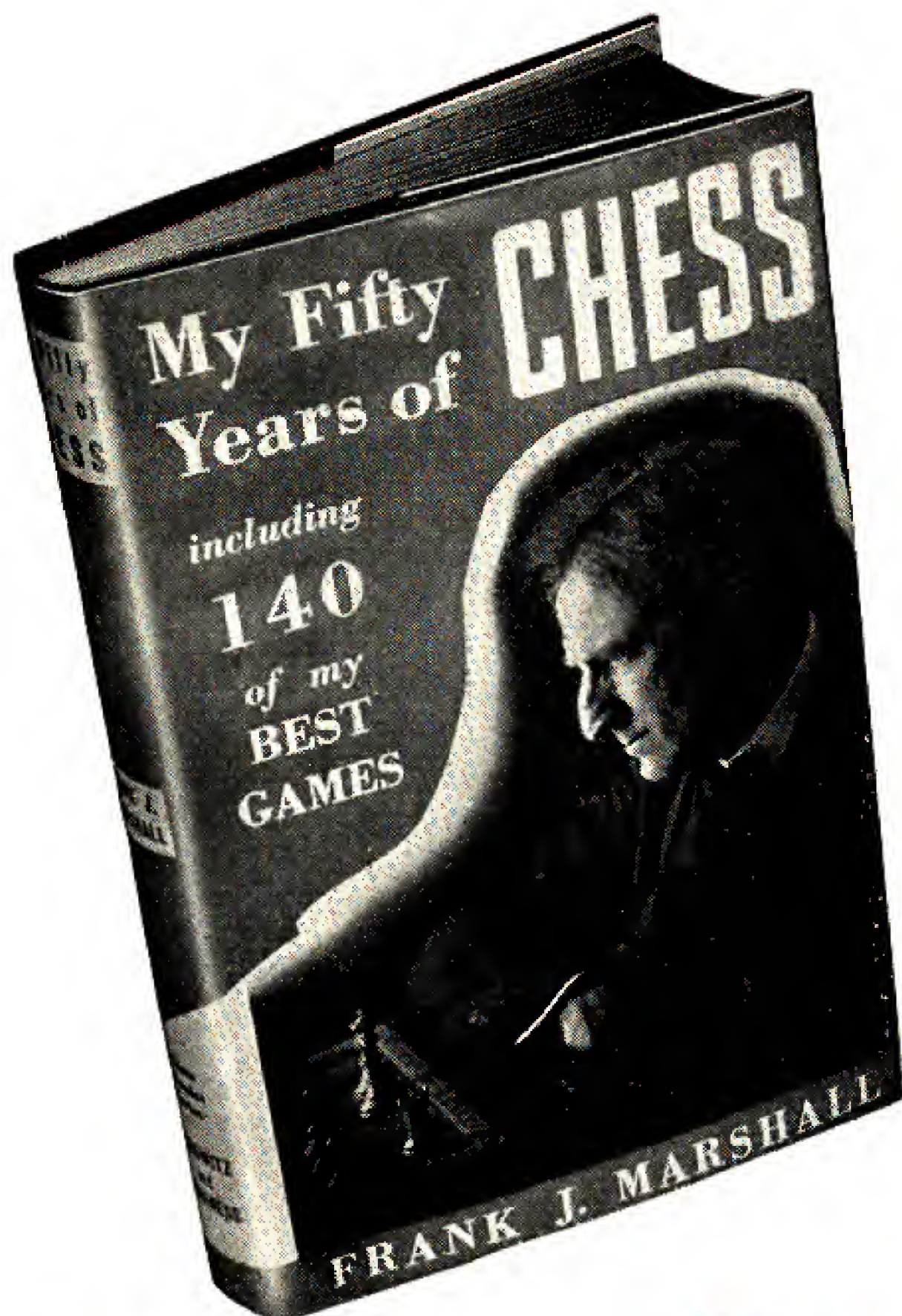
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Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

CODE

Sirs:

I have just subscribed to
CHESS REVIEW and am writ-
ing to you for a code book on
how to read the magazine. I
know very little about chess . . .
and all those abbreviations and
numbers mean nothing to me.
I expected to learn something
about chess through your mag-
azine, but it's all Greek to me.

ELLA R. RYMAN

Berwyn, Ill.

An increasingly large per-
centage of our readers have just
taken up chess. To sustain and
develop their interest in the
game we begin this month a
complete course in elementary
chess, published as an 8-page
supplement. In later sections
of this series, chess notations
will be explained. In the mean-
time, readers who do not un-
derstand the symbols used to
represent chess moves can find
the necessary information in
any chess primer—Ed.

PUZZLE BOOK

Sirs:

After much consideration and
mental agony I have just de-
cided to renew my subscription
to your puzzle book. By this
time you will know that I am
not exactly a master, having
only been dabbling at it for a
year or so. If there is such a
title as "Master of losing games"
I am it. So I am chess as lost
with your magazine as without
it. However, I stake my last
three bucks on it, hoping to find
what I so sorely need in Cher-
nev's new series. This should
be followed up by another one
entitled "How to Keep the Mag-
azine Away from your Friends."
Of course, I know the answer to
that, but they all seem to be
such tightwads—in fact they'd
rather give up a queen than
three bucks. And still I can't
beat them! Besides my wife
says the game is anti-social. Joe
Bromberg's letter in a recent
issue somewhat made her sit up
and take notice and now she
is better inclined towards the
game and, incidentally, towards
me.

I am looking forward to the
March issue—and a new lease
on life.

—GEO. D. HELLGREN
Hollywood, Calif.

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Sirs:

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—BOB STEPHENSON

Red Deer, Alberta

DISAPPOINTED

Sirs:

On Page 230 (1942) in the
Hoit-Muir game you give 19 P-
Kt3. Is this an error. 19 P-B3
seems logical here.

On Page 268 in the Steinmeyer-
Handy game 11 Kt-K5 is impos-
sible. Should this be 11 Kt-Kt5?

On Page 26 (1943) there is
another typographical error.
Seems to be a habit. 29 P-Kt5
is impossible. 29 P-Kt3 must
have been played.

In Game 9 of the Reshevsky-
Kashdan match (January 1943
issue) Horowitz suggests an-
other line ending in 33 K-B2. Is
not this last a blunder because
of 33 . . . R-Q7, trapping the
Queen?

I am disappointed at the in-
creasing number of games with-
out so much annotation as a
single (?) or (!) . . . It is hard
to make much of these unan-
notated games.

I liked the section on opening
theory in the November issue.
Why not have more of this type
of material? I also believe you
should include endgame situa-
tions.

. . . At the rate things are
going your postal chess players
will soon run everything else
out of the magazine. Would it
not be better to publish the
standings once or twice a year?
Also why print results of all
these games? Such material is
not important to any but the
players involved and they al-
ready know it.

Your photographs are too re-
petitious . . . Another repetition
occurs in your book listings.
Why not send each subscriber
a complete list of books upon
subscription or some other con-
venient time—and once a year
thereafter? The magazine would
then need only reference to new
books at time of publication.

LETTERS

(continued)

The same thing could be done with regard to equipment lists.

I am disappointed over the great amount of space being devoted to the trivial and irrelevant argument as to Alekine's political views.

I hope that you will find some of my suggestions and criticisms useful toward improving your magazine.

ROBERT MCCOY

Midlothian, Ill.

Eagle-eyed critic McCoy should look carefully before he leaps to the conclusion that Horowitz blunders in his analysis. What would he suggest after 33 . . . R-Q7?? 34 KtxR!?

An occasional typographical error in a chess magazine is almost unavoidable but CHESS REVIEW makes no habit of it, is proud of its record of accuracy. As critic McCoy points out, the correct moves were fairly obvious.

We publish as many annotated games as space permits; other games of current interest must be printed, but without annotations. The Postal Chess department does not encroach on other features, occupies only 5 of the 8 pages recently added to the magazine.

As to the advertising pages, reader McCoy apparently does not realize that the publication of CHESS REVIEW is subsidized and made possible by the sale of chess books and equipment. The subscription price does not cover the cost of producing the magazine—Ed.

GRAND SPORT

Sirs:

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Every issue of CHESS REVIEW is better than the preceding one and I thought the first one the best possible.

MARYBELLE PIATT

Philadelphia, Pa.

CHESS ROMANCE

Sirs:

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ROBERT C. SIMPSON, JR.
Madison, Wis.

How could we resist?—Ed.

SOUNDS ATTRACTIVE

Sirs:

I found the attached in my mail box this evening and thought it might be worth a line in your periodical. The quotation is from a new novel, "The Lady in the Mask" by Anne Green.

D. BRANNAN

New York, N. Y.

Enclosure:

Extract from an Oriental romance, recommended to the attention of the Captain of The Times Chess Team:

"And when Zuleika reached a most barbarous northern spot called Switzerland, coming to a hell named Baden, she asked for the bagnio and was shown an amazing sight: in a pool, naked save for decorous head-dresses, men and women bathed and sported in the clear waters, while visitors watched them from a gallery above. And on the waters floated tables at which the bathers ate, drank and played chess."

PREARRANGED

Sirs:

In "The Immortal Games of Capablanca," page 203, the introduction to Exhibition Game No. 93 states that this game "played with 'living pieces' turns out to be vastly entertaining and must have delighted the spectators." This gives the impression that the game was played on its merits, when in reality it was pre-arranged by Capablanca, who at that time refused to play any other way. Naturally, I would like this known as it could not possibly be considered an Immortal Game.

Had Mr. Reinfeld consulted me before going to press I would gladly have given him all the facts with proof thereof.

HERMAN STEINER

Los Angeles, Calif.

As publishers of the book, the Editors are glad to make these facts known.

A LETTER TO YOU - from the Managing Editor

Dear Subscriber,

Some people have such funny ideas about chess! They think it's an "old man's" game, that it takes weeks to play, that it's "too deep" for them. You and I know that these are just illusions. We know that chess is a lively, interesting game for people of all ages. It's the best of all home games—and you don't have to be a mathematical genius to enjoy it.

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KENNETH HARKNESS,

Managing Editor

P. S. Don't miss the remainder of LET'S PLAY CHESS series yourself. You will find it increasingly instructive as it progresses. If your subscription falls due this month, be sure to send in your renewal. Sorry, but the \$1 book credit does not apply to your own subscription nor to any renewal.

Marshall Explains His Attack in the Ruy Lopez Opening

On February 16th, veteran Grandmaster **FRANK J. MARSHALL**, Dean of American Chess, delivered a lecture to a large audience at his club in New York on the subject of his famous attack in the Ruy Lopez opening. The following article, prepared especially for **CHESS REVIEW**, is a summary of this lecture with some added comments replying to the "refutations" of critics.—Editor.

The Marshall Attack

by

FRANK J. MARSHALL

U. S. Chess Champion, 1909-1936

It has been a good many years since I first played the opening now known as the Marshall Attack. It was back in 1918, in New York, and my opponent was the late Jose R. Capablanca. I had been analyzing the variation for many years and came to the conclusion that the attack must be sound. I am still of the same opinion. By this I do not mean that Black necessarily wins; I merely claim that the attack gives Black many winning chances and should be good for at least a draw.

Actually, I lost my game against Capablanca. The first attempt failed. With admirable courage and skill, Capa accepted my pawn sacrifice and defeated the attack, although playing against a prepared variation he had never seen before. However, the result of one game is not sufficient to judge the true merits of a new variation and I used the attack in many subsequent games, with varying success. In these games I continually tried different moves, seeking the best combination.

The variation usually leads to an open, attacking game for Black—and that is undoubtedly why I prefer it to the close, defensive lines against the Ruy Lopez opening. Black gives up a pawn to obtain a strong attack against the white King. However, this does not state the whole case in favor of the variation. It is not just one of those attacks which White can weather by good defense and end up a pawn to the good. There is more to it than that. The pawn sacrifice can be justified on purely positional grounds. In other words, White's opening moves leave his Queen-side undeveloped and Black can capitalize on this lack of development. If White just tries to



The Maestro looks worried as he ponders his next move at one of the boards in the simultaneous exhibition following the lecture.

block the attack, Black can continue with comparatively quiet moves and obtain adequate positional compensation for his pawn sacrifice. I shall explain this later.

First let us look at the opening moves of the variation:

RUY LOPEZ

| White | Black |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—Kt5 | P—QR3 |
| 4 B—R4 | Kt—B3 |
| 5 O—O | B—K2 |
| 6 R—K1 | P—QKt4 |
| 7 B—Kt3 | O—O |

In other defenses, the usual move here is 7 . . . P—Q3. However, in the Marshall attack, Black intends to sacrifice his Queen's Pawn.

8 P—B3

As pointed out by Edward Lasker in CHESS REVIEW (Aug.-Sept. and Oct., 1942), White can avoid the coming attack by playing 8 P—Q4, 8 P—Q3 or 8 P—QR4. But Lasker's analysis clearly shows that White gains nothing by these combinations; in each case Black gets a good game.

8 P—Q4!

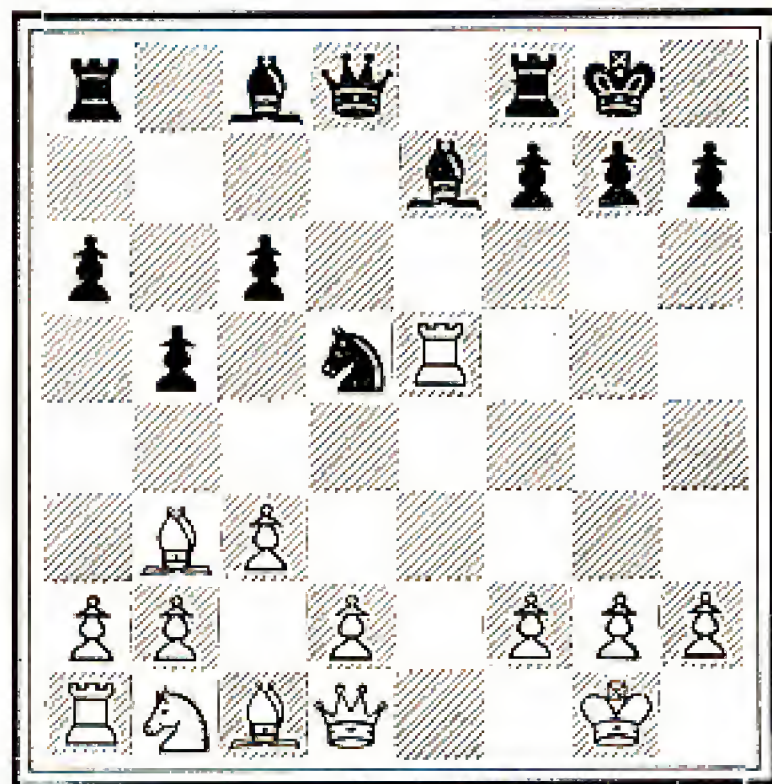
This is the key-move of the attack.

9 P x P Kt x P

I have tried 9 . . . P—K5 here with some success but the text-move is better.

10 Kt x P Kt x Kt

11 R x Kt P—QB3!



Against Capablanca I played 11 . . . Kt—B3 and on other occasions I tried 11 . . . B—Kt2. As a matter of fact, I have not abandoned either line. For those inclined towards adventure I heartily endorse both continuations. They are replete with thrills. However, as I pointed out in MY FIFTY YEARS OF CHESS (Horowitz & Harkness, New York), I now favor the text-move of 11 . . . P—QB3. I discovered the potentialities of this move many years ago, although it is not until recently that I have given it any serious thought.

12 P—Q4

If 12 P—Kt3, B—Q3; 13 R—K1, R—K1; 14 P—Q4, B—KKt5!

12 B—Q3

13 R—K1

If 13 B—Kt5, Q—B2; 14 P—KB4, P—R3 and wins.

13 Q—R5

14 P—Kt3 Q—R6

15 B x Kt

As analyzed by Lasker, 15 Q—B3 is met by 15 . . . B—KKt5; 16 Q—Kt2, Q—R4; 17 Kt—Q2, QR—K1; 18 R x R, R x R; 19 P—B3, R—KSch; 20 K—B2, B—R6 and wins.

15 B—K3 is met in much the same way as explained in the note to White's following move.

15 P x B

16 Q—B3

As I explained above, Black is prepared to play a slow, positional game if necessary. Although a pawn down, his two bishops and free development are adequate compensation. If White attempts to create a defensive barrier by playing 16 B—K3, then 16 . . . B—KKt5; 17 Q—Q3, QR—K1; 18 Kt—Q2, R—K3, followed by 19 . . . KR—K1 with lasting pressure on the open King's file.

16 B—KB4

17 Q x P

It is not wise to form hasty conclusions and decide that this is an inferior move for White. One critic suggests 17 Kt—Q2 and adds that "the attack is refuted." He substantiates his play with 17 . . . QR—K1; 18 R—K3! and then says that "Black's attack is at a standstill."

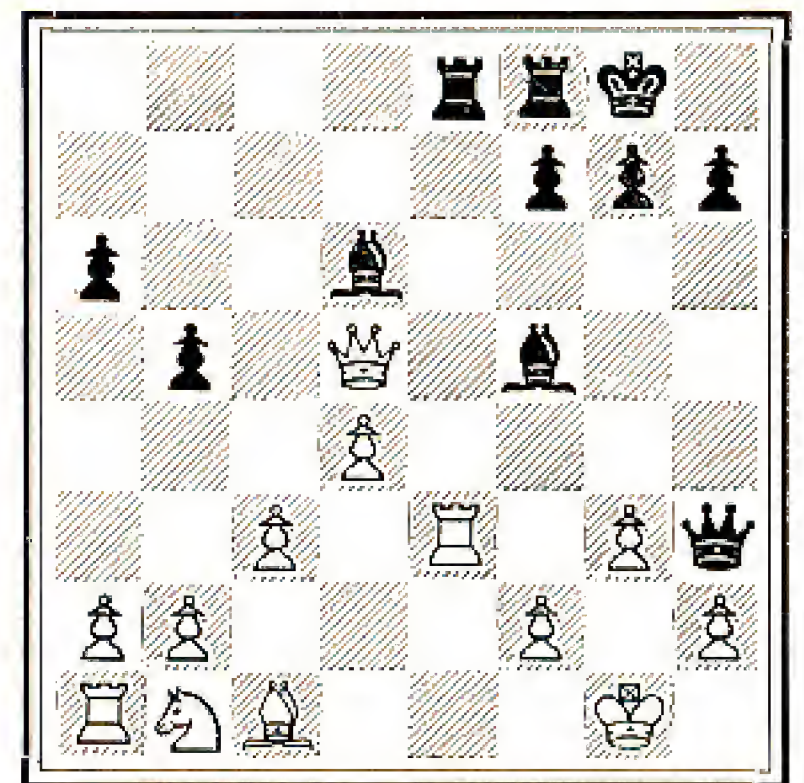
Perhaps he is right; but surely one should not superficially skim the surface and pass judgment. For example, Black might continue 18 . . . R—K3; 19 Q x P, B—Q6! Now, if 20 R x R, P x R; 21 Q—Kt2 (if 21 Q x B, R x P!; 22 K x R, Q x RPch; 23 K—B3, Q—K7ch; 24 K—B4, P—R3 and White is in difficulties), Q—R4; 22 P—B3, P—K4 and White's problems are just beginning.

17 QR—K1

18 R—K3

Of course, if 18 R x R, R x R; 19 B—K3, B—K5 wins. Another possibility here is 18 B—Q2 which I will discuss separately below.

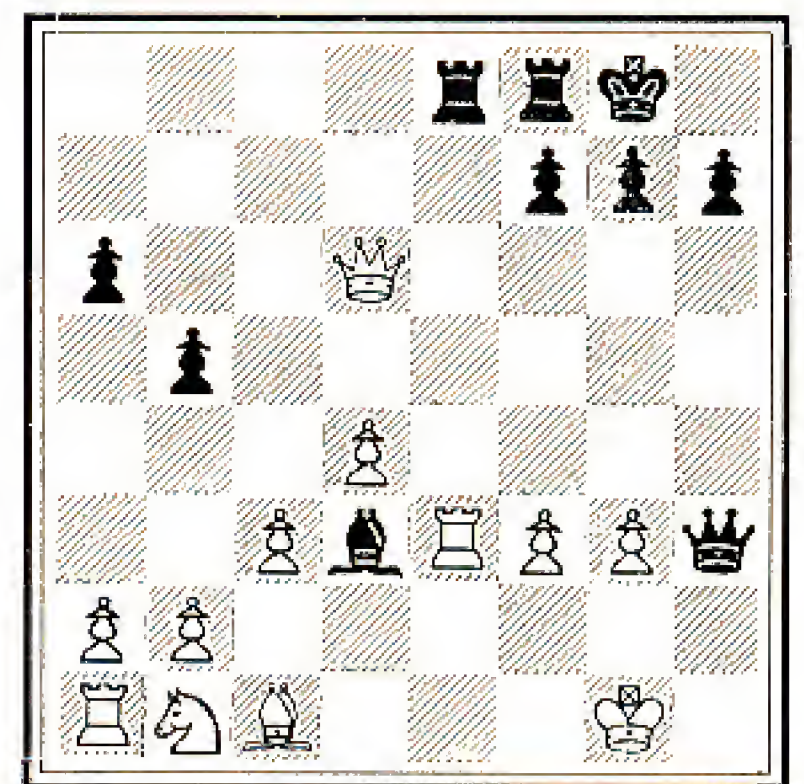
Against the text-move (18 R—K3) Lasker suggested 18 . . . B—B5, an idea with which I had toyed for some time. Instead, I now submit the following move as much more forceful.



Position after 18 R—K3

18 Q—R4!

The obvious threat is . . . Q—Q8ch and White appears to be at a loss for an adequate reply, e. g., 19 Kt—Q2, Q—Q8ch; 20 K—Kt2, R x R; 21 P x R, Q—K7ch; 22 K—R1, B—KR6 and wins. Or 19 P—B3, B x P!; 20 P x B, Q—R6; 21 Q—Q6, B—Q6!! and the double threat of 22 . . . Q—B8ch and 22 . . . B—B8 with mate on Kt7 cannot be met (See diagram below).



(Continued on Page 70)



His lecture concluded, Grandmaster MARSHALL demonstrates his skill in a simultaneous exhibition against 24 opponents. The 65-year-old veteran yielded only 4 draws, won all his other games. The scene is the Marshall Chess Club and in the background

is the demonstration board used by Marshall during his lecture.

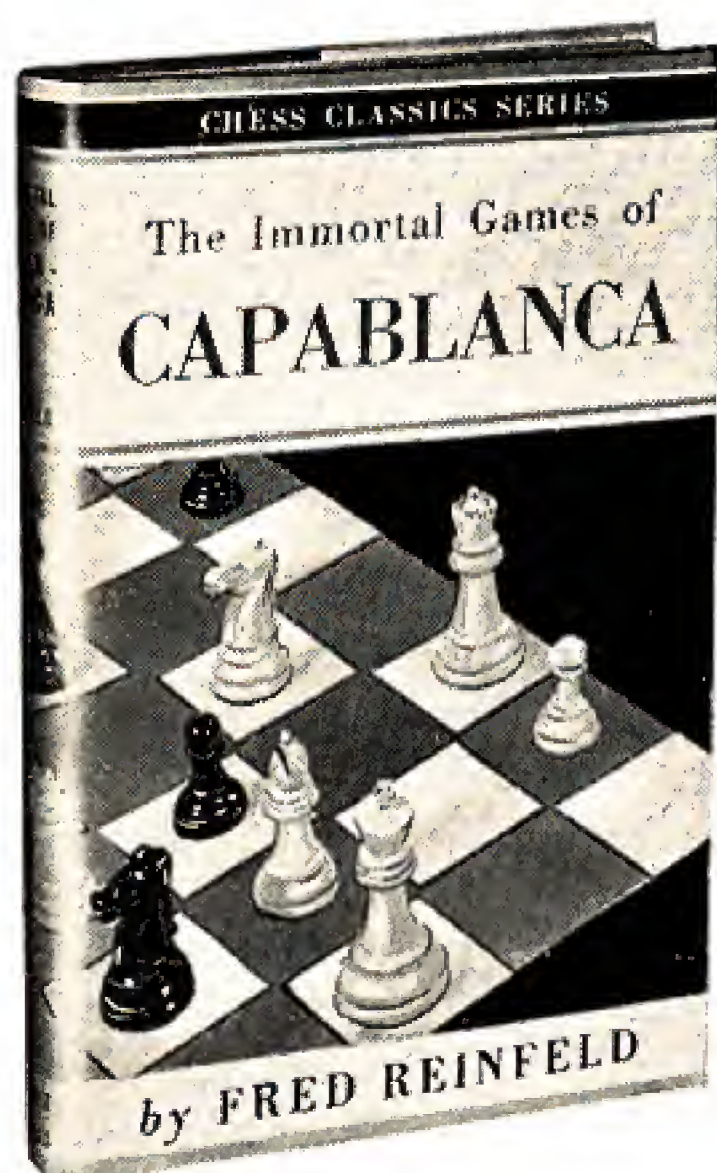
Can astute readers tell what is wrong with this picture? See answer on Page 70.

—CHESS REVIEW Photos by Ned Goldschmidt

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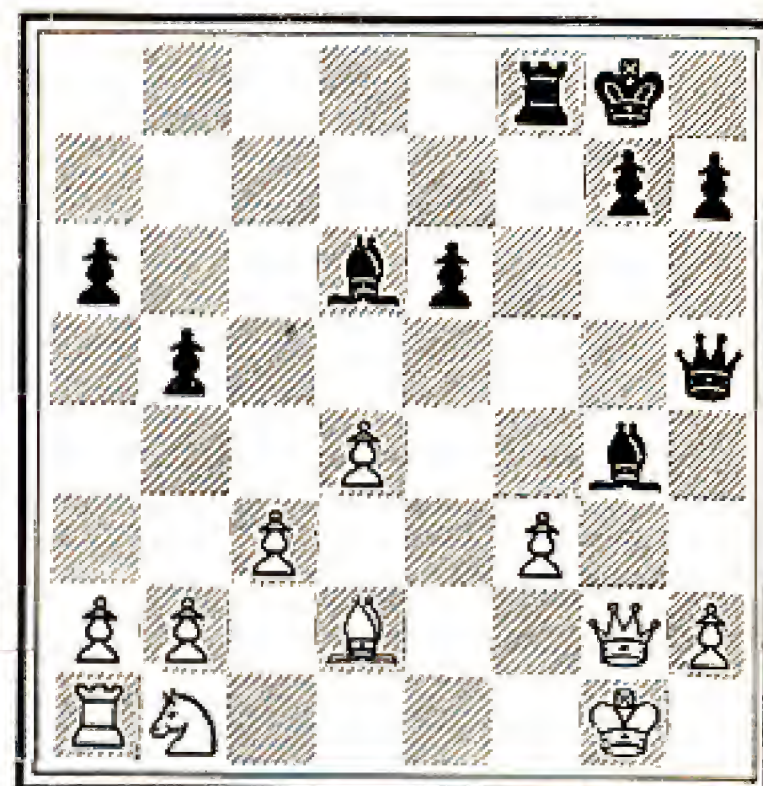
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MARSHALL ATTACK

(Continued from Page 68)

It is not a simple matter in analysis of this kind to separate fantasy from fact. Combinations abound in bewildering numbers. For example, as pointed out above, White might continue with 18 B-Q2 instead of 18 R-K3. I am intuitively convinced that this move is inadequate, yet to probe the possibilities might take reams of analysis.

Touching lightly upon the subject, we might continue as follows: 18 B-Q2, R-K3; 19 R x R, P x R; 20 Q-Kt2 (not 20 Q x B, B-K5!), Q-R4; 21 P-B3?, B-R6; 22 P-KKt4 (best), B x P!!



Now if 23 Q x B, Q x Pch, followed by . . . B-Kt6 and White is in difficulties. Or if 23 P x B, B x Pch; 24 K-R1 (24 Q x B, R-BSch wins the Queen and White's forces are practically stalemated), Q-R5 and the threat of . . . R-B7 wins.

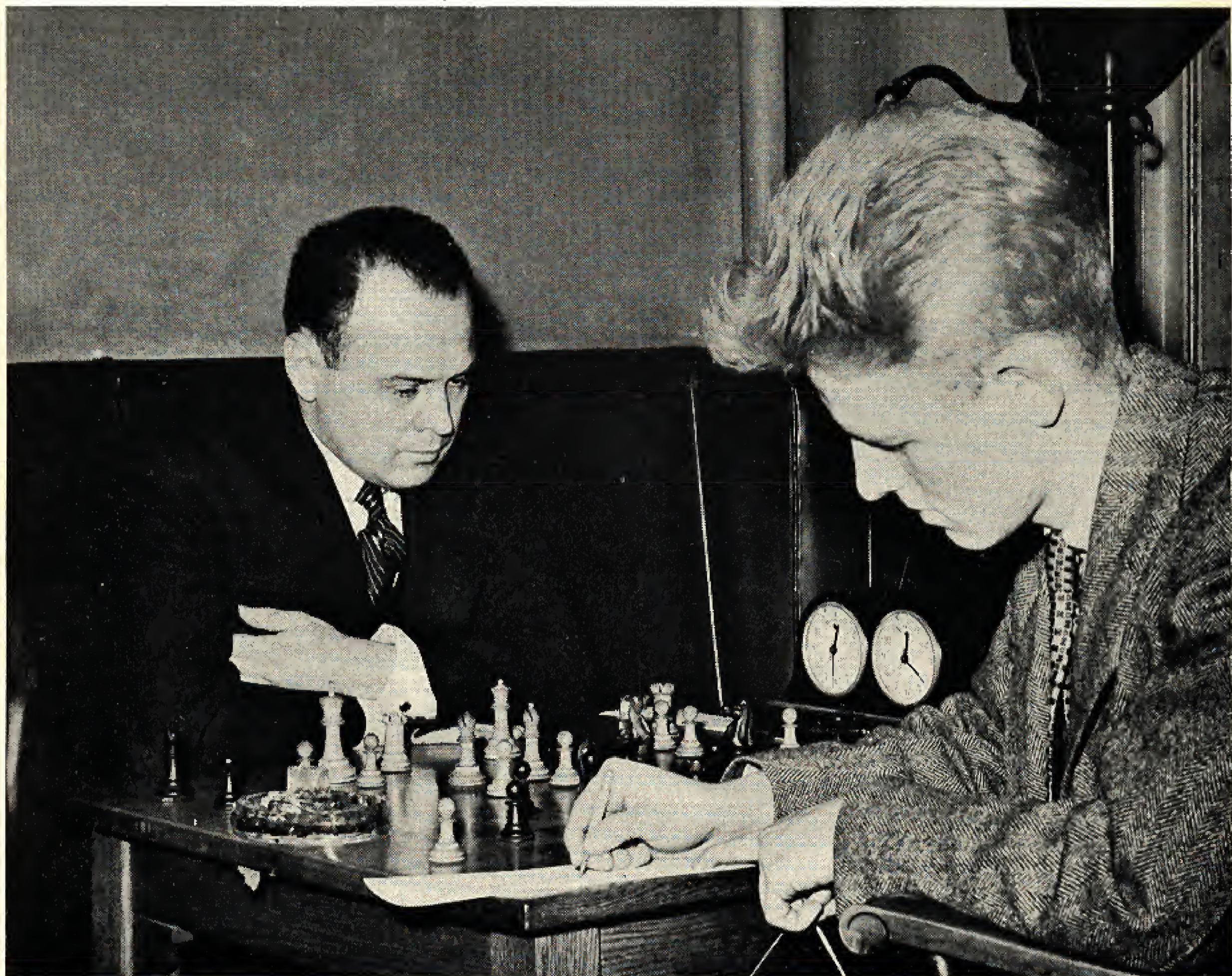
The foregoing may only be a by-path, but indeed it gives one an insight into the complexities of the position.

And now, with these few suggestions, I leave it to others to test the variation in actual play. Since my game with Capablanca many evolutionary changes have taken place in the attack; but all were of a tactical nature and the main strategic concept remains the same. Naturally, the play is acute, for ever present is the conflict between mobility and material, but, I feel as convinced as ever of the fundamental justification for Black's aggressive play.

What Is Wrong With Picture?

(See Page 68)

Marshall seems to be playing with all the boards turned round the wrong way!! Each board has a black square at his right instead of a white square. Reason: the photograph was inadvertently reversed.



ALBERT S. PINKUS, left, plays for the Marshall Club in the opening round of the Metropolitan League matches. His opponent is DANIEL LEVINE, captain of the C. C. N. Y. Team.
—CHESS REVIEW Photos by Ned Goldschmidt

N. Y. Club Teams in Close Race

Champion Marshalls Lead by Half Point in Met. League Competition

At the end of the third round in the annual contests between teams representing New York area clubs in the Metropolitan Chess League, the Marshalls are leading by a slender half-point in the championship section. In the B section, the London Terrace Chess Club, making its debut in the League, is showing a clean pair of heels to the older clubs. The standings are as follows:

| Championship Section | | | |
|----------------------|----|----|--------------|
| | W | L | |
| Marshall | 2½ | ½ | Bronx-Empire |
| Queens | 2 | 1 | City College |
| West Side | 1½ | 1½ | North Jersey |

| Section B | | | |
|--------------|---|---|---------------|
| | W | L | |
| London Terr. | 2 | 0 | Boro Park |
| Queens | 2 | 1 | Staten Island |
| Marshall | 2 | 1 | |

The opening round was held on February 20th and the team representing the Marshall Club, champions in 1941 and 1942, defeated City College by 7—3. In the same round, Queens won from North Jersey, 5½—2½, and Bronx-Empire outpointed the West Side Y. M. C. A. by 5½—4½.

In the succeeding rounds, played on February 27th and March 6th, the Marshalls found the going much rougher, defeating Bronx-Empire by the close score of 7—5 and then being held to a 4—4 tie by the West Side team. In these rounds City College won from North Jersey; Queens defeated City College; West Side scored over Queens. The match between Bronx-Empire and North Jersey was postponed.

The rounds are played on Saturday nights and draw crowds of spectators as some of the country's leading masters take part in the contests. With only two rounds to go, the Marshalls are still favorites to



S. RUBINOW
He played No. 1 Board for City College

retain the title but the champions will have to tighten up and play better chess than they showed in the third round tie with West Side. The Marshall team included Horowitz, Hanauer, Santasiere and Pinkus in the line-up and an easy victory was anticipated. Horowitz won his game, but the others at the top boards made a poor showing. Santasiere, having dined well, was in an amiable mood and content to draw with Almgren. Hanauer, having just become the proud father of a bouncing boy named Richard, had difficulty in keeping his mind on the task at hand and lost to Julius Keilson, Brooklyn College star. Pinkus seems to be somewhat off form or out of practice and lost to Norman Lessing. The outcome of the match hinged on the last game and Pinkus fought hard for a draw which would have won the match for the Marshalls; with a large crowd watching the final stages of the battle, the game ended in a victory for Lessing at about 2 in the morning.

Pinkus formerly played for the Mannhattans but recently transfered to the Marshall Club. Horowitz, a member of both clubs, is playing for the Marshalls this year as the Manhattan Club is not competing.

Some interesting games from the early rounds are given on these pages.

Youngster Dan Levine, captain of the City College team, outplays veteran Albert S. Pinkus and the latter is lucky to get a draw.

SICILIAN DEFENSE

| A. S. Pinkus (Marshall) | | D. Levine (City College) | |
|----------------------------|--------|-----------------------------|-------|
| White | | Black | |
| 1 P-K4 | P-QB4 | 6 B-K2 | B-Kt2 |
| 2 Kt-KB3 | P-Q3 | 7 O-O | Kt-B3 |
| 3 P-Q4 | PxP | 8 B-K3 | O-O |
| 4 KtxP | Kt-KB3 | 9 Kt-Kt3 | P-QR4 |
| 5 Kt-QB3 | P-KKt3 | 10 P-QR4 | B-K3 |

| | | | |
|-----------|----------|----------|--------|
| 11 P-B4 | R-B1 | 27 QxP | Q-Kt5 |
| 12 B-B3 | BxKt | 28 QxQ | PxQ |
| 13 PxB | Kt-QKt5 | 29 Kt-B2 | PxP |
| 14 R-B2 | Kt-Q2 | 30 RxB | R-B1 |
| 15 R-QB1 | Kt-B4 | 31 KtxP | B-R3? |
| 16 R-Q2 | Q-Q2 | 32 R-K4 | BxBch |
| 17 Kt-Kt5 | Q-K3 | 33 RxB | Kt-Q5 |
| 18 R-B4 | KtxKtP | 34 RxB | R-B8ch |
| 19 RxB | RxB | 35 K-B2 | Kt-B4 |
| 20 R-K2 | Q-B5 | 36 R-Q7 | R-B5 |
| 21 B-Kt4 | R-B1 | 37 R-Kt7 | Kt-Q3 |
| 22 B-B3 | Kt-B3 | 38 R-Kt6 | Kt-B4 |
| 23 P-K5 | QxRP | 39 P-R3 | K-Kt2 |
| 24 Kt-R3 | Kt(3)-Q5 | 40 P-Kt4 | Kt-Q5 |
| 25 R-KB2 | KtxBch | | |
| 26 QxKt | PxP | | Draw |

In this game Ted Dunst, the mighty giant-killer who defeated Santasiere and Hanauer in the Marshall Club Championship, only to leave his Queen en prise against another opponent, treats us to a real thriller involving a double sacrifice of the exchange.

RETI OPENING

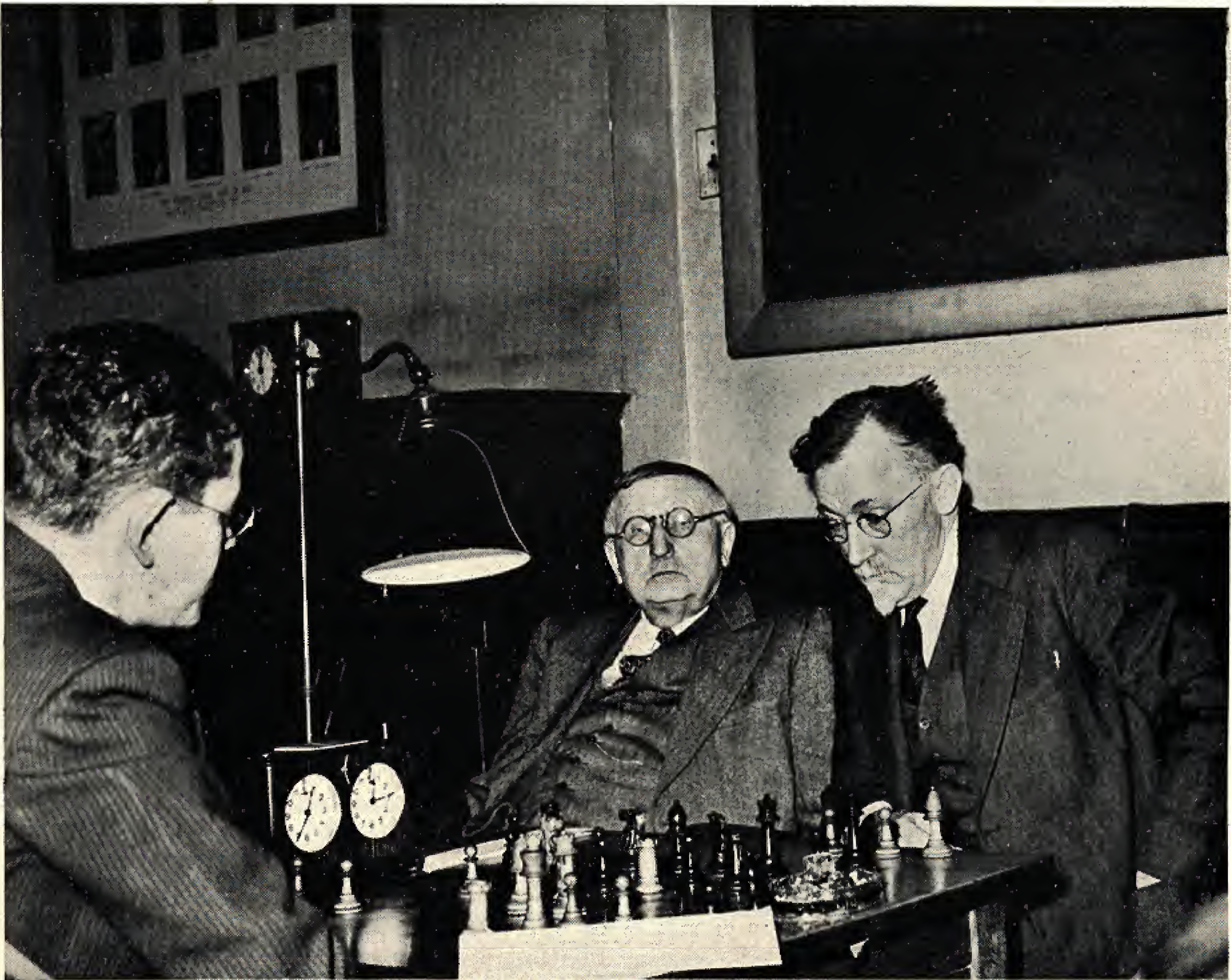
| T. A. Dunst (Marshall) | | M. Saltzberg (Bronx-Empire) | |
|---------------------------|--------|--------------------------------|----------------|
| White | | Black | |
| 1 Kt-KB3 | Kt-KB3 | 17 P-B5 | PxP |
| 2 P-B4 | P-K3 | 18 RxB | Kt(B4)Q2 |
| 3 P-KKt3 | P-QKt3 | 19 QR-KB1 | R-K1 |
| 4 B-Kt2 | B-Kt2 | 20 RxB | KtxR |
| 5 O-O | B-K2 | 21 RxB | PxR |
| 6 Kt-B3 | O-O | 22 Q-Kt4ch | K-R1 |
| 7 P-Q4 | P-Q3 | 23 Kt-B5 | R-K4 |
| 8 Q-Q3 | QKt-Q2 | 24 Kt-Q5 | BxKt |
| 9 P-K4 | P-B4 | 25 KPxB | R(B1)K1 |
| 10 P-KR3 | PxP | 26 B-K4 | Q-Q1 |
| 11 KtxP | R-B1 | 27 B-Q3 | P-Kt4 |
| 12 P-Kt3 | Kt-B4 | 28 Q-R4 | PxP |
| 13 Q-K2 | Q-B2 | 29 PxP | K-Kt1? |
| 14 B-Kt2 | P-QR3 | 30 Kt-K7ch | |
| 15 QR-Q1 | KR-Q1 | | and mate in 2. |
| 16 P-B4 | B-B1 | | |

29 . . . Q-Kt3ch, followed by 30 . . . Q-Kt5 would force White to take a draw by perpetual check.

Rubinow, playing for C. C. N. Y., defeats his one-time team-mate, M. Finkelstein, President of the Intercollegiate Chess League.

FRENCH DEFENSE

| S. Rubinow (City College) | | M. Finkelstein (Marshall) | |
|------------------------------|--------|------------------------------|---------------|
| White | | Black | |
| 1 P-K4 | P-K3 | 22 R-K7 | RxB |
| 2 P-Q4 | P-Q4 | 23 B-Kt3 | B-K1 |
| 3 Kt-QB3 | PxP | 24 KR-K1 | K-B1 |
| 4 KtxP | Kt-Q2 | 25 RxB | R(B6)-Q6 |
| 5 Kt-KB3 | B-K2 | 26 P-KR3 | R(6)-Q5 |
| 6 P-B3 | KKt-B3 | 27 RxBch | KxB |
| 7 Kt-Kt3 | O-O | 28 KtxPch | K-B1 |
| 8 B-Q3 | P-B4 | 29 RxBch | K-Kt1 |
| 9 O-O | PxP | 30 RxBch | K-R1 |
| 10 KtxP | Kt-B4 | 31 Kt-K6 | R-Q8ch |
| 11 B-B2 | Q-Kt3 | 32 K-R2 | KtxP |
| 12 Q-K2 | B-Q2 | 33 KtxR | RxB |
| 13 B-Kt5 | P-KR3 | 34 P-Kt4 | R-Q7 |
| 14 BxB | BxB | 35 K-Kt3 | Kt-Q6 |
| 15 Kt-R5 | P-K4 | 36 R-Q7 | P-R4 |
| 16 P-QKt4 | Kt-R3 | 37 K-R4 | PxP |
| 17 Kt-B3 | KR-Q1 | 38 PxP | Kt-K4 |
| 18 KtxKP | Q-K3 | 39 RxB | Kt-B6ch |
| 19 QR-K1 | BxB | 40 K-Kt3 | KtxR |
| 20 QxB | QxQ | | Black resigns |
| 21 RxB | QR-B1 | | |



Professor E. B. ADAMS (with beard) is a regular player on the Marshall team, often baffles his opponents with weird openings. However, SIDNEY GISTER (left) of C. C. N. Y. solved the Adams Defense (1 P-K4, Kt-KR3!?) and won his game.

Brooklyn College star J. Kielson administers a drubbing to one of Marshall's leading players.

Rudolph Smirka, who has been playing on the Marshall team for years, shows us how to win an end-game.

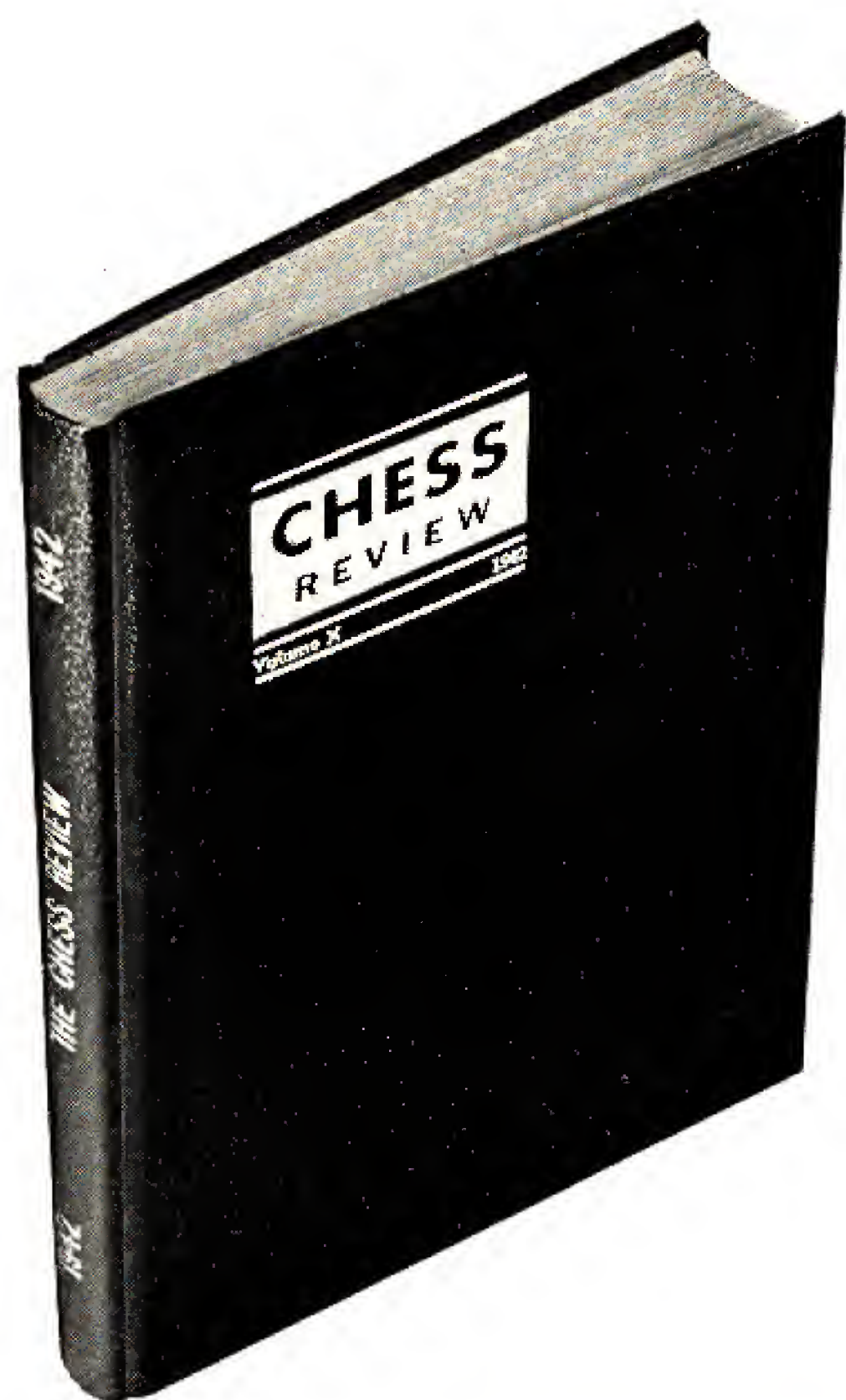
RUY LOPEZ

| M. Hanauer (Marshall) White | | J. Kielson (West Side) Black | |
|-----------------------------------|--------|------------------------------------|---------|
| 1 P-K4 | P-K4 | 23 P-QR4 | Kt-B5 |
| 2 Kt-KB3 | Kt-QB3 | 24 PxP | PxP |
| 3 B-Kt5 | P-QR3 | 25 P-B4 | B-Kt1 |
| 4 B-R4 | Kt-B3 | 26 B-Kt3 | R-Q6 |
| 5 O-O | B-K2 | 27 R-R6 | Kt-Q3 |
| 6 R-K1 | P-QKt4 | 28 B-Q2 | P-B5 |
| 7 B-Kt3 | P-Q3 | 29 B-R2 | Q-Kt2 |
| 8 P-B3 | Kt-QR4 | 30 R-R3 | B-R2ch |
| 9 B-B2 | P-B4 | 31 K-R2 | B-B4 |
| 10 P-Q4 | Q-B2 | 32 P-QKt4 | BxP |
| 11 P-KR3 | B-Q2 | 33 PxP | RxR |
| 12 QKt-Q2 | R-QB1 | 34 B-K3 | R-Q6 |
| 13 PxKP | PxP | 35 B-B5 | R-K1 |
| 14 Kt-B1 | O-O | 36 Q-R5 | RxP |
| 15 Kt-K3 | KR-Q1 | 37 BxKt | P-Kt3 |
| 16 Kt-Q5 | KtxKt | 38 QxRP | R(Q6)xB |
| 17 PxKt | B-Q3 | 39 B-Kt1 | R-Q7 |
| 18 Kt-Kt5 | P-R3 | 40 R-K3 | Q-Q2 |
| 19 Q-Q3 | P-B4 | 41 Q-Kt5 | Q-Q4 |
| 20 Kt-K6 | BxKt | 42 Q-R6 | RxPch |
| 21 PxP | P-K5 | | |
| 22 Q-K2 | Q-K2 | Resigns | |

QUEEN'S GAMBIT DECLINED

| R. Smirka (Marshall) White | | M. Hanft (City College) Black | |
|----------------------------------|--------|-------------------------------------|---------|
| 1 P-Q4 | Kt-KB3 | 22 RxR | RxR |
| 2 P-QB4 | P-K3 | 23 RxRch | BxR |
| 3 Kt-QB3 | P-Q4 | 24 B-R3 | Kt-B5 |
| 4 Kt-B3 | P-B3 | 25 KtxKt | PxKt |
| 5 P-K3 | QKt-Q2 | 26 P-K4 | P-QR4 |
| 6 Q-B2 | B-Kt5 | 27 B-Kt2 | B-Q2 |
| 7 PxP | BPxP | 28 B-B3 | P-QKt3 |
| 8 B-Q3 | O-O | 29 P-B4 | BxP |
| 9 O-O | BxKt | 30 K-B2 | K-B2 |
| 10 PxP | Q-B2 | 31 P-Q5 | K-K2 |
| 11 B-Kt2 | R-K1 | 32 P-K5 | B-B7 |
| 12 P-B4 | PxP | 33 K-K3 | P-R5 |
| 13 QxP | QxQ | 34 K-Q4 | B-Q6 |
| 14 BxQ | Kt-Kt3 | 35 B-Kt4ch | K-K1 |
| 15 B-Kt3 | Kt-K5 | 36 P-K6 | B-B8 |
| 16 KR-B1 | P-B3 | 37 P-Kt3 | B-K7 |
| 17 R-B7 | Kt-Q4 | 38 P-Q6 | B-Kt5 |
| 18 BxKt | PxB | 39 P-Q7ch | K-Q1 |
| 19 QR-QB1 | Kt-Q3 | 40 K-Q5 | K-B2 |
| 20 Kt-Q2 | B-K3 | 41 B-K7 | Resigns |
| 21 P-QR4 | QR-B1 | | |

There's no such thing as an "old" CHESS REVIEW



The issues of CHESS REVIEW may get worn and yellow with age—but the contents never grow old.

The games that were played in the matches and tournaments of last year and other years are just as important, just as interesting as they were at the time they were played. The annotations by leading masters are just as instructive.

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CHESS REVIEW

Leary Wins Penn State Title

Editor's Note: In October CHESS REVIEW we reported that William H. Steckel won the Penn State Championship. To avoid confusion we wish to point out that there are two associations in Pennsylvania, both claiming a vested interest in the title—which is all very confusing.

John J. Leary, twice holder of the Pennsylvania State chess championship, has again annexed the title by coming out on top of a field of twenty-eight entries. The tournament was conducted in Philadelphia along the lines of a "knock-out" with the loss of one and a half points as the basis of elimination.

The first round began on February 20th, and with each successive round the number of participants was whittled down until the final round, when Leary was pitted against ex-Canadian champion Boris Blumin. Experimenting with a novel continuation in the opening, Leary managed to force his opponent on the defensive. By a combination of positional and adventurous moves, the Philadelphian managed to gain ground. A neat stroke on the 34th turn put an end to hostilities. (See game opposite column.)

Jake Levin, veteran of the United States national masters tournament, fell a casualty to the hard-hitting Leary in the fourth round. Oddly enough, a queen sacrifice was again the finishing blow.

In the preliminary rounds the ranking experts came through unscathed. But Blumin only drew with Shrader, a rising young player. In the fifth round, with only eight players left, Leary drew with Regen, who overlooked a winning line. Four players took part in the sixth round. Blumin defeated Regen, who had a clear draw but made a desperate effort to win—and lost. Bernie F. Winkelman, former titleholder, maintained his record of not losing a single game in this tournament since 1937.

The list of entries included Blumin, Regen, Sklaroff, Bluestein, Scianetta, Di Camillo, Young, Devlin, Chaiken, Rheams, Levin, Glover, Gelbart, Gedance, Shrader, Schofield, Winkelman, Heitner, Marcus, Berkowitz, Leary, Gonzales, Stock, Hall, Bodine, Maguire, Bonx, Guthridge.

GAMES FROM PHILADELPHIA TOURNAMENT

Here's one for Chernev's series, "Winning Chess Traps."

BUDAPEST DEFENSE

Bluestein
White

Leary
Black

| | | | |
|---------|--------|----------|------------|
| 1 P-Q4 | Kt-KB3 | 5 Kt-KB3 | B-Kt5ch |
| 2 P-QB4 | P-K4 | 6 QKt-Q2 | Q-K2 |
| 3 PxP | Kt-Kt5 | 7 P-QR3 | KKtxKP |
| 4 B-B4 | Kt-QB3 | 8 PxP? | Kt-Q6 mate |

Levin stoops for a stray RP, exposes his King to attack, is smartly outplayed by the new champion.

RUY LOPEZ

Leary
White

Levin
Black

| | | | |
|----------|----------|-----------|---------|
| 1 P-K4 | P-K4 | 15 BxKt | Q-K1 |
| 2 Kt-KB3 | Kt-QB3 | 16 Kt-B3 | B-K3 |
| 3 B-Kt5 | P-QR3 | 17 Kt-K4 | Q-B1(b) |
| 4 B-R4 | Kt-B3 | 18 Q-K3 | R-Q1 |
| 5 O-O | B-K2 | 19 Q-KKt3 | K-R1 |
| 6 P-Q4 | PxP | 20 B-B3 | RxRch |
| 7 P-K5 | Kt-K5 | 21 RxR | BxP?? |
| 8 Q-K2 | Kt-B4 | 22 P-K6 | P-KB3 |
| 9 BxKt | QPxB | 23 R-Q7 | Q-B1 |
| 10 R-Q1 | Kt-K3(a) | 24 QxP | R-Q1 |
| 11 P-B3 | P-QB4 | 25 Kt-Q6 | RxR |
| 12 B-K3 | O-O | 26 PxR | B-Q1 |
| 13 PxP | PxP | 27 B-R5 | P-QKt3 |
| 14 KtxP | KtxKt | 28 BxP | Resigns |

(a) 10 . . . B-Kt5 holds the Pawn.

(b) This shifting of the Queen on the last rank is not comprehensible.

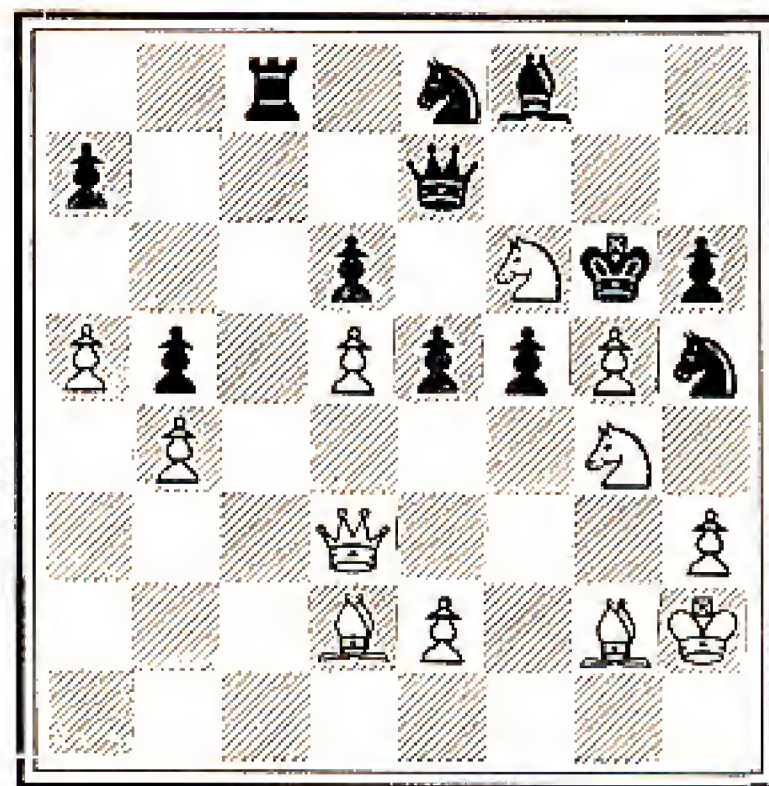
A "business as usual" plan is upset by a blockbuster.

QUEEN'S PAWN GAME (Irregular)

Leary
White

Blumin
Black

| | | | |
|-----------|--------|----------------|----------|
| 1 P-Q4 | Kt-KB3 | 18 P-B4 | P-K4 |
| 2 P-QB4 | P-KKt3 | 19 P-B5 | Q-Q1 |
| 3 P-KKt3 | P-QB3 | 20 P-Kt4 | Kt-R3 |
| 4 P-Q5 | B-Kt2 | 21 Kt-K4 | P-KR3 |
| 5 B-Kt2 | O-O | 22 Q-Kt3 | Kt(3)-B2 |
| 6 Kt-QB3 | PxP | 23 P-QR4 | P-QKt4 |
| 7 PxP | P-Q3 | 24 P-R5 | Q-K2 |
| 8 Kt-B3 | QKt-Q2 | 25 R-B2 | Kt-B3 |
| 9 P-KR3 | Kt-B4 | 26 QR-KB1 | Kt(2)-K1 |
| 10 Kt-Q4 | Q-Kt3 | 27 PxP | PxP |
| 11 O-O | B-Q2 | 28 Q-Q3 | K-R2 |
| 12 Kt-B2 | Kt-R4 | 29 P-Kt5 | Kt-R4 |
| 13 K-R2 | QR-B1 | 30 RxR | BxR |
| 14 P-KKt4 | Kt-B3 | 31 Kt-Kt4 | B-B4 |
| 15 B-Q2 | Kt-K1 | 32 RxB | PxR |
| 16 QR-Kt1 | Q-B2 | 33 Kt(K4)-B6ch | K-Kt3 |
| 17 Kt-K3 | P-K3 | | |



34 QxPch

Resigns



Game of the Month

by

REUBEN FINE

Grandmaster Fine explains and annotates the outstanding game of each month in this popular department—an exclusive CHESS REVIEW feature.

Dr. Max Euwe has not been very active in international tournament chess since the Nazi juggernaut overwhelmed tiny Holland. He did not participate in the large tournament at Salzburg in June 1942, nor in the so-called European championship tourney of September 1942 in Munich. However, he participates in small tournaments in his native country and has lost none of his skill.

Our game this month, played in a recent Dutch tournament, is as graceful and pleasing as a Mozart symphony. Euwe has produced a masterpiece of force and elegance.

SLAV DEFENSE

| | |
|--------------|------------|
| Dr. Max Euwe | Van Stenis |
| White | Black |
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-QB3 |

It is normally good psychology to play a man's favorite defense against him, and everybody knows how much time and effort Euwe has devoted to the Slav.

| | |
|----------|--------|
| 3 Kt-KB3 | Kt-KB3 |
| 4 Kt-B3 | P-K3 |

To be consistent, however, he should have continued with 4 . . . Pxp, the line which Euwe always adopts. The text usually turns out badly.

| | |
|--------|-------|
| 5 P-K3 | P-QR3 |
|--------|-------|

A defense which cost Alekhine several points in his 1935 match with Euwe. If it is a good idea to choose moves which one's opponent has recommended, it is surely a poor idea to resort to lines which he has refuted. Van Stenis seems to have an innovation in mind, but it is of no real value.

| | |
|---------|-------|
| 6 P-B5! | |
|---------|-------|

This advance is quite strong in the QGD when, as here, the Pawn formation cannot be broken by the center thrust . . . P-K4.

| | |
|-------------|--------|
| 6 | QKt-Q2 |
|-------------|--------|

In one game Alekhine tried 6 . . . P-QKt3 at once. The refutation was 7 Pxp, QKt-Q2; 8 Kt-QR4!, KtxP; 9 B-Q2! and the backward QBP proved to be a fatal weakness.

| | |
|----------|-------|
| 7 P-QKt4 | Kt-K5 |
|----------|-------|

Again copying Alekhine, though he played . . . P-QR4; 8 P-Kt5 first.

7 . . . Q-B2, to force . . . P-K4, looks best.

| | |
|---------|-------|
| 8 KtxKt | |
|---------|-------|

Essential: Black's center formation must be shattered immediately.

| | |
|-------------|------|
| 8 | PxKt |
| 9 Kt-Q2 | P-B4 |
| 10 P-B3! | PxP |

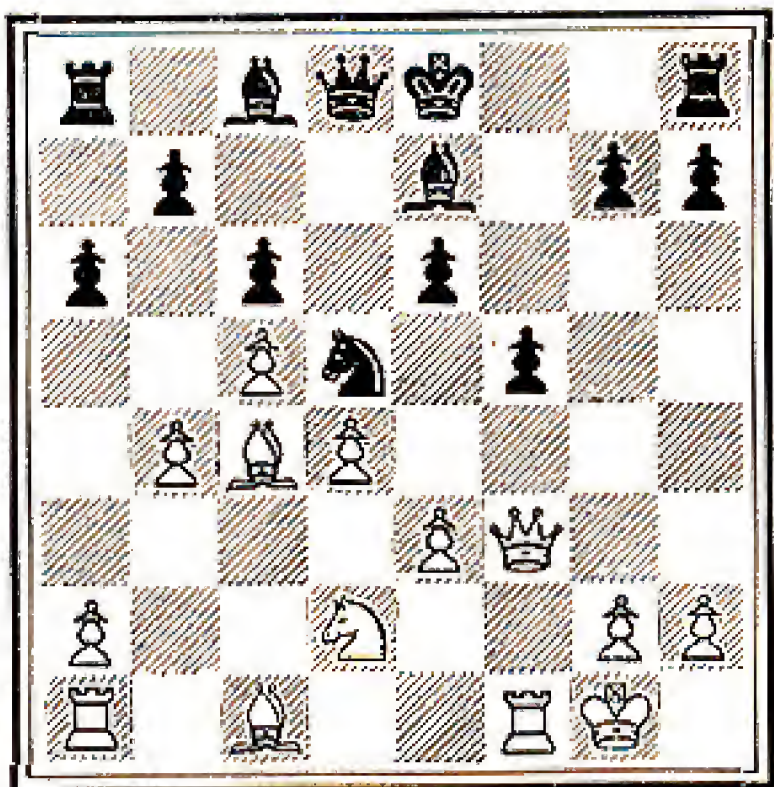
10 . . . Q-R5ch; 11 P-Kt3, Q-R3; 12 Q-K2 is no better.

| | |
|---------|-------|
| 11 QxP! | |
|---------|-------|

A surprise recapture which indicates his aggressive intentions. Black must now lose more valuable time to complete his development.

| | |
|--------------|-------|
| 11 | Kt-B3 |
| 12 B-B4 | B-K2 |
| 13 O-O | Kt-Q4 |

Of course not 13 . . . O-O? because of 14 QxKBP, Kt-Q4; 15 Q-R3.



Position after 13 . . . Kt-Q4

Things do not look so black for the defender now, since he appears to have a sufficient breathing spell to consolidate, when his position will be tolerable. But Euwe rightly judges that now is the time for all good Pawns to be sacrificed for the sake of the attack.

| | |
|----------|-------|
| 14 P-K4! | |
|----------|-------|

Leads to a well-scored win after a series of intriguing combinations.

| | |
|--------------|------|
| 14 | KtxP |
|--------------|------|

The defense had lots of headaches. There were two major alternatives to consider: 14 . . . Pxp and 14 . . . Kt-Kt3.

On the risky 14 . . . Pxp; 15 Q-B7ch, K-Q2; 16 KtxP or 16 QxKt would make it virtually impossible to develop properly.

More difficult is 14 . . . Kt-Kt3. The obvious reaction is 15 PxKt on the theory that the QR has no direct role in the attack. But after 15 . . . Qxpch; 16 K-R1, QxR there is no easy continuation. If 17 Pxp O-O and Black has a fair chance to weather the storm. Likewise, 17 Q-QKt3, Q-K4; 18 Pxp, O-O or 18 Kt-B3, Q-Q3 are most unclear. While White may have enough to win, his attack is speculative in all cases.

There is, however, a simpler way to beat the startling 14 . . . Kt-Kt3! That is 15 B-Kt2! If then 15 . . . KtxB; 16 KtxKt, O-O; 17 Kt6, R-Kt1 (17 . . . R-R2 is hopeless); 18 Q-KKt3, B-Q2; 19 P-Q with a devastating attack.

| | |
|----------|-------|
| 15 B-Kt2 | Kt-B7 |
|----------|-------|

Do or die. On 15 . . . O-O; 16 Q-QKt3, P-QR4; 17 P-QR3, Kt-R3; 18 Bxpch, BxB; 18 QxBch, K-R1; 19 RxP decides without much trouble, for on 19 . . . KtxP!; 20 PxKt!, QxKt; 21 Bxpch!, or less romantically 21 QxB, concludes immediately.

| | |
|----------|-------|
| 16 Pxp!! | |
|----------|-------|

Undaunted.

| | |
|--------------|-----|
| 16 | O-O |
|--------------|-----|

Timid, yet what could he do? The brutal 16 . . . KtxR is refuted by the equally brutal 17 Q-R5ch P-Kt3; 18 PxKtP, K-Q2 (the only

chance); 19 BxKPch!! and Black can give up, unless he prefers the fast 19 . . . KxB; 20 Q-B5 mate, or the slow 19 . . . K-B2; 20 Q-K5ch, B-Q3; 21 PxBch, K-Kt1; 22 P-Q7 dis ch, etc.

17 QR-Q1

Now the Kt is threatened by 18 Q-B3.

17 . . .

KtxP

18 Q-Kt4!

BxP

19 Kt-K4!!

Doesn't Euwe read chess books? Doesn't he know that nothing is so devastating as a discovered check? That just goes to show you that even good books (like Chess the Easy Way—ad.) can be wrong on occasion. Any checks would be worse than useless, e. g., 19 KtxP dis ch; 20 K-R1, Q-Kt3; 21 RxKt and wins a piece.

19 . . .

B-R2

20 P-B6!

Still ignoring any discoveries.

20 . . .

P-KKt3

21 Kt-Kt5!!

And now—of all the nerve!—he even threatens to win a piece which can move away to 97 different places. Can freedom be an illusion?

21 . . .

P-B4

He seals himself in the center, but ostriches have no chance against dive-bombers. 21 . . . Kt-B4 dis ch might have allowed the deft conclusion 22 K-R1, Kt-K6; 23 RxQ, KtxQ; 24 P-B7 mate.

22 P-B7ch

The finish is accurate.

22 . . .

K-Kt2

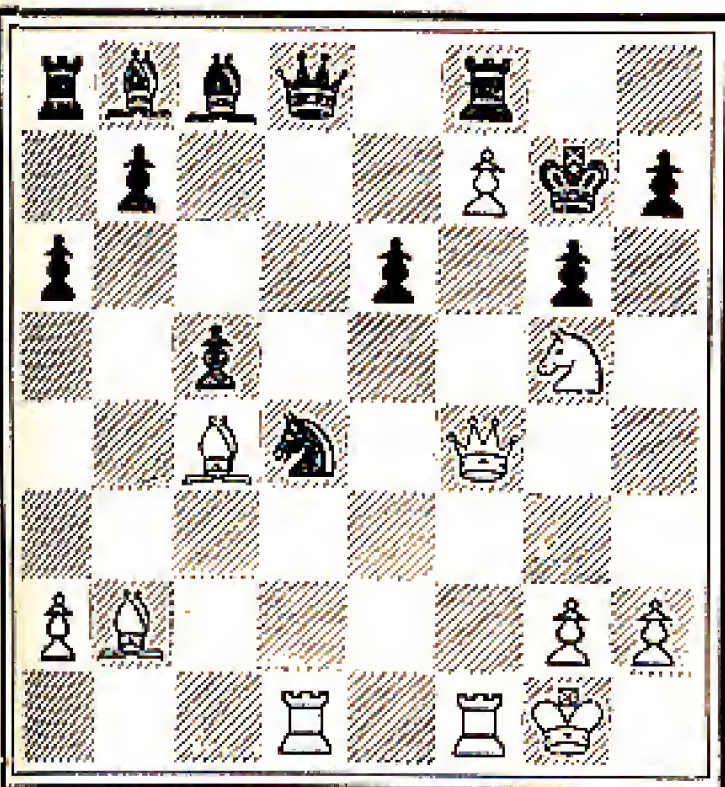
23 Q-B4!

Threatening to drive the King into the dreary wastes of the R file.

23 . . .

B-Kt1

Doesn't look bad, but he reckons without his confrere.



Position after 23 . . . B-Kt1

24 RxKt!!

Such moves, despite short rations! Euwe's imagination is clearly unshrinkable.

24 . . .

PxR

25 BxPch

P-K4

26 BxPch

BxB

27 QxBch

K-R3

28 Kt-K4

P-QKt4

Last desperate gamble. 28 . . . B-B4 would allow an equally pretty conclusion: 29 RxB!, PxR; 30 Kt-Q6 and Black is lost, e. g., 30 . . . Q-Kt4; 31 Q-K6ch!, Q-Kt3; 32 KtxPch, K-Kt4; 33 P-R4ch, K-B5; 34 P-Kt3ch and mates in a few.

29 P-Kt4!!

BxP

Or 29 . . . PxB; 30 P-Kt5ch, K-R4; 31 Kt-B6ch.

30 Kt-B6

B-B4

31 Kt-Kt8ch

RxKt

Or 31 . . . K-Kt4; 32 Q-Kt3ch, with mate or win of the Queen very soon.

32 PxR(Q)

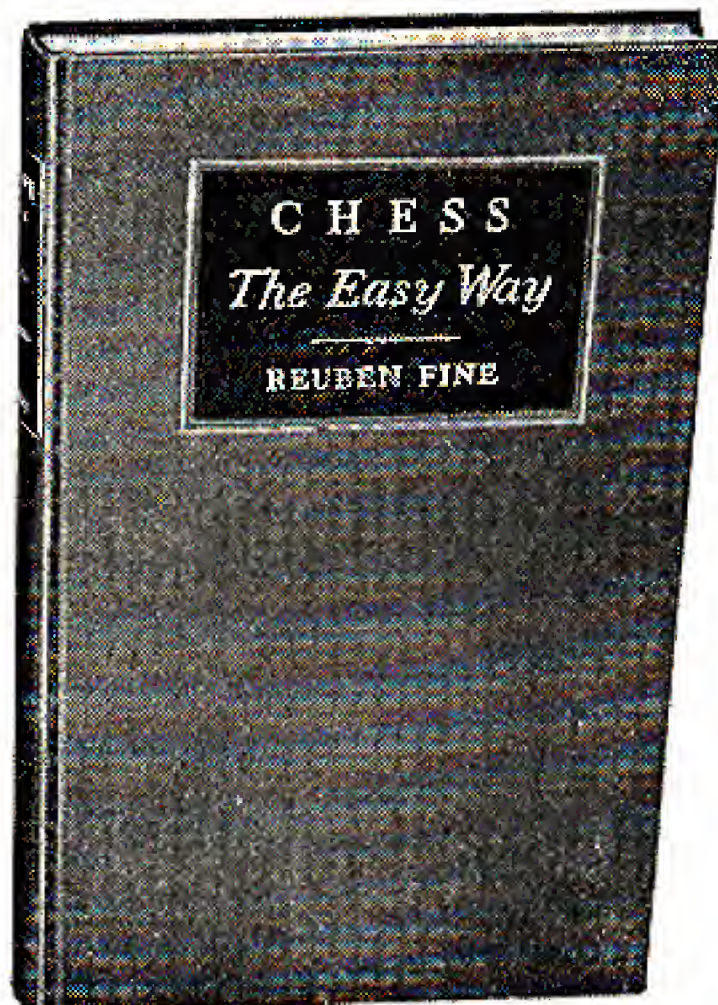
Q-Kt4ch

32 . . . Q-Kt3ch; 33 R-B2 is no better. He must come out a Rook behind, regardless of what he does.

33 Q-Kt3

Resigns

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• BOSTON

George Sturgis, President of the U. S. Chess Federation, reports that a mammoth chess-skiing-skating-swimming tournament was held in the Dynamo Stadium, Moscow, in mid-February, featuring the participation of famous Russian chess masters and athletes who have been serving in the Red Army. In honor of the occasion, the following cablegram was dispatched to Moscow on February 6th:

TO CHESS PLAYERS IN THE ALL-SOVIET UNION:

The U. S. A. Chess Federation, representing many thousands of chess players in the United States, sends greetings and best wishes to chess players in the All-Soviet Union. Particularly do we greet those masters who will compete at the tournament to be held in Moscow.

Here in the United States we have watched with admiration your struggle with our common enemy. Your great victories at Stalingrad and elsewhere have aroused our enthusiasm and respect for the soldiers of Russia who are now causing the enemy to retreat on many fronts. Your great effort will be coordinated with our own and that of our gallant allies. Together we will surely win the ultimate victory and bring peace again to the stricken peoples of many lands.

Your troops in the field are ably led by your commanders. Their strategy and tactics are superb. Can these talents which your leaders display be linked in some way with chess? I think so. It is well known that you have more chess players than any other country in the world. Chess is a game which involves coordinated skill, and victory goes to that player who excels not only in strategy, but also in tactics. The Russians possess in great measure the ability to play chess and make war. The excellence of Russian players in chess is now reflected in their glorious deeds on the field of battle. May we all continue to "check" the enemy on all fronts and may we eventually give "checkmate."

GEORGE STURGIS

President, U. S. Chess Federation.

• DALLAS

First Lieut. James G. Ellis, twice decorated for distinguished service as an American war pilot in the Pacific, was recently interviewed by the DALLAS MORNING NEWS and reported that what the boys on the Southwest Pacific fighting front need more than anything are recreational facilities. "We finally got some chess games from the Red Cross after making vigorous protests in Sydney," he said. "The game requires great concentration and it worked wonders with our morale. We get to thinking about our men who were shot down and unless we have something that will take our minds off the thought that 'it may be us next' it is bad."

• NEW YORK

Anthony E. Santasiere won the championship of the Marshall Chess Club in the semi-final round when he defeated Alvin C. Cass and brought his total score up to 9-1. Santasiere still has to play Hanauer in the final round but no player can tie his score. Milton Hanauer lost his chance to win or split the title when he dropped a point to Donald

Sibbett. Ted Dunst, 6½-3½, was the only player to defeat Santasiere; he also won from Hanauer. Other leading scorers are Carl Pilnick, 8-3, and Irving Rivise, 5½-2½.

Blindfold Champion George Koltanowski gave an exhibition at the Manhattan Chess Club on March 6th. Playing six boards blindfold, he won four and drew two. Mrs. Maude M. Stephens, secretary of the club, forced a perpetual check and the consulting team of Donald Hart and Morton Kogut also drew their game. In February, Koltanowski gave similar exhibitions at the Bronx Physicians Chess Club and at the New World Chess Club.

Benjamin Altman and A. P. Wyschogrod tied for first place, each with 4½-1½, in the annual championship tourney of the Queens Chess Club, Woodside, L. I. They are playing a match for the title. Julius Partos, last year's champion, took third prize.

Private Frank Marshall, Jr., son of the former U. S. Chess Champion, is in the Signal Corps. Frankie visits his proud father and mother at the Marshall Chess Club almost every weekend. He tells us that the Replacement Training Center at Camp Wood is forming a chess club.

• LOS ANGELES

Herman Steiner is making a clean sweep of the California Open State Championship. He now leads by 14-0 . . . The Hollywood Open Championship tournament, sponsored by the Hollywood Chess Group, 108 N. Formosa Ave., is still in progress. With 64 entries competing, games are played nightly by individual arrangement; Borochoy still leads in the A Group with 12-1 . . . The Los Angeles High Schools Championship has started, with 10 players in Group A; there will be several more groups formed later. . . . College players have decided to play a tourney for the Southern California Open College Championship.

• EUROPEAN CHESS

Final scores of the leaders in the Moscow Championship Tournament, reported last month, were as follows: Vassily Smyslov 12-3; Boleslavsky 11-4; Kotov and Lilienthal, each 10½-4½; Panov 9½-5½. Sixteen competed, including three grandmasters, eight ranking masters and five first-class players. Leningrad's Ragozin, champion of the Soviet Navy, was one of the competitors.

Final score in the so-called "European Championship" tourney in Munich, last September, were as follows: Dr. Alekhine 8½-2½; Keres 7½-3½; Bogolyboff, Foltys and Richter, each 7-4. Alekhine lost to Rellstab of Berlin, drew with Bogolyboff, Foltys and Rohacek, won the rest.

The Swedish Chess Federation has withdrawn from the European Federation after several local chess clubs protested Nazi predominance.

• CANADA

Interest in postal chess increases steadily in Canada. Over 80 players are competing in the tournaments conducted by the Canadian Correspondence Chess Association. Among the leading players are F. Yerhoff, who has scored 25 wins, 4 losses, two draws, and C. F. Goodman with 24 wins and 4 drawn games. Dominion players can obtain information on the Association's tourneys by writing to secretary Bernard Freedman, Room 204, 7 Adelaide Street West, Toronto, Ont.

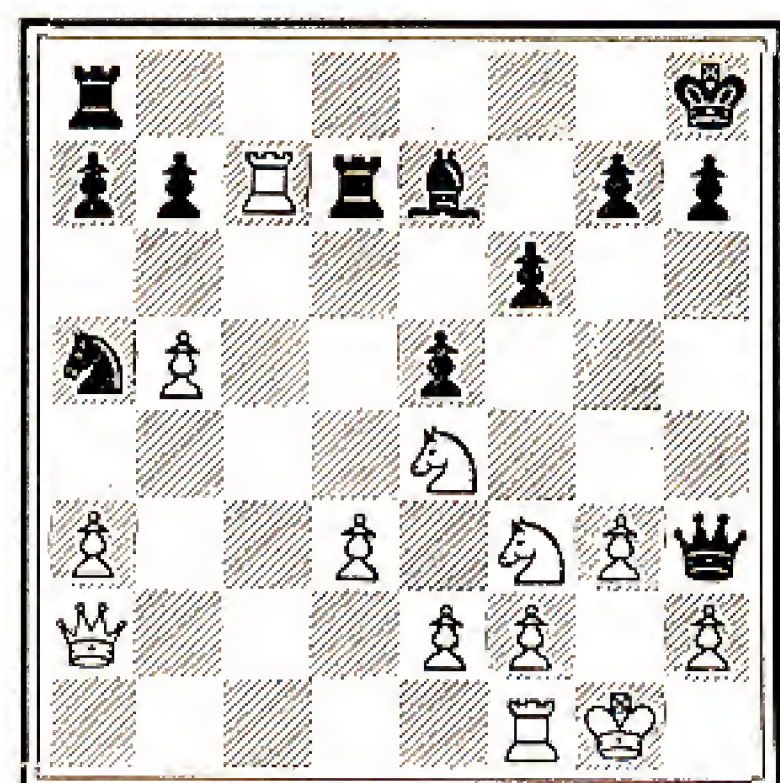
Chess Thrillers by Irving Chernev

In this series, which alternates monthly with the WINNING CHESS TRAPS series, Mr. Chernev presents a selection of extraordinary games, culled from his famous library.

Ostend, 1907 ENGLISH OPENING

One of Dr. Bernstein's remarkable inspirations!

| Dr. Bernstein | Metger |
|---------------|--------|
| White | Black |
| 1 P-QB4 | P-K4 |
| 2 Kt-QB3 | Kt-KB3 |
| 3 P-KKt3 | P-Q4 |
| 4 PxP | KtxP |
| 5 Kt-B3 | QKt-B3 |
| 6 B-Kt2 | Kt-Kt3 |
| 7 O-O | B-K2 |
| 8 P-QR3 | B-K3 |
| 9 P-Q3 | O-O |
| 10 P-QKt4 | P-B3 |
| 11 B-Kt2 | Q-B1 |
| 12 R-B1 | R-Q1 |
| 13 Kt-K4 | Kt-B5 |
| 14 Q-B2 | KtxB |
| 15 QxKt(Kt2) | B-R6 |
| 16 BxB | QxB |
| 17 P-Kt5 | Kt-R4 |
| 18 Q-R2ch | K-R1 |
| 19 RxP | R-Q2 |



| | |
|-----------------|------|
| 20 Kt(K4)-Kt5!! | PxKt |
| 21 RxR | QxR |
| 22 KtxKP!! | |

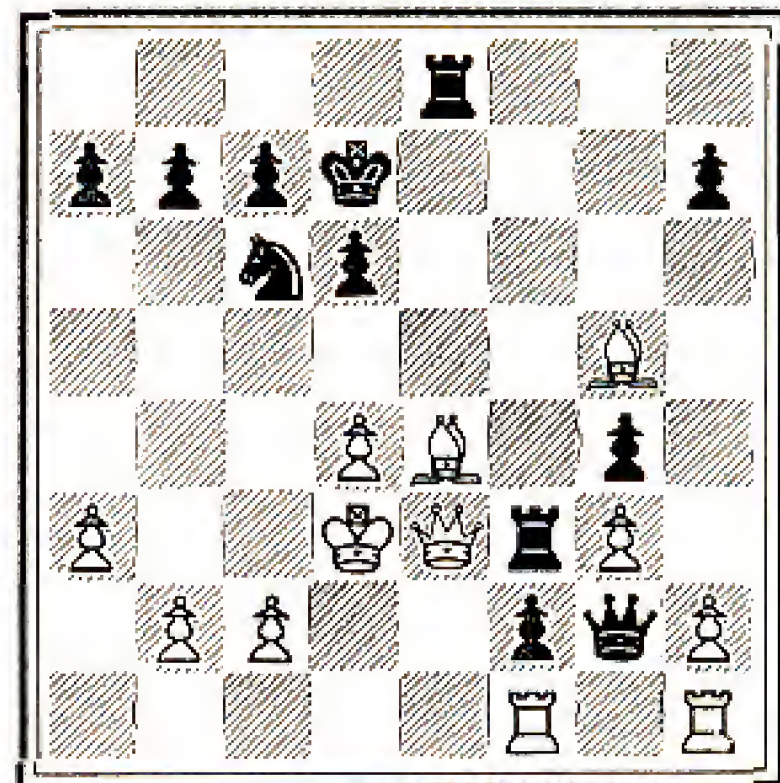
The point of the combination! If the Black Queen moves to a White square—say to QB1, K1, KB4 or KR6, then 23 Kt-B7ch, K-Kt1, and the Knight discovers check, winning the Queen. If the Queen moves to a Black square, for example 22... Q-B2 then 23 Kt-B7ch, K-Kt1, 24 Kt-R6ch, K-R1, 25 Q-R2ch! RxQ, 26 Kt-B7 mate. Therefore:

22 Resigns
The only graceful alternative!

Paris, 1844. COCHRANE GAMBIT

This exciting and fiery battle took place 100 years ago, but we can enjoy it today and still be thrilled by the fierce attack and counter-attack, culminating in a unique burial alive of the Black Queen!

| Michelet | Kiezeritsky |
|-------------|-------------|
| White | Black |
| 1 P-K4 | P-K4 |
| 2 P-KB4 | PxP |
| 3 Kt-KB3 | P-KKt4 |
| 4 B-B4 | P-Kt5 |
| 5 Kt-K5 | Q-R5ch |
| 6 K-B1 | P-B6 |
| 7 P-Q4 | Kt-KB3 |
| 8 Kt-B3 | B-Kt2 |
| 9 P-KKt3 | Q-R6ch |
| 10 K-B2 | P-Q3 |
| 11 KtxP(B7) | R-B1 |
| 12 Kt-Kt5 | Q-Kt7ch |
| 13 K-K3 | B-R3 |
| 14 K-Q3 | Kt-B3 |
| 15 P-QR3 | BxKt |
| 16 BxB | KtxKP |
| 17 Q-K1 | B-B4 |
| 18 KtxKt | P-B7 |
| 19 Q-K3 | K-Q2 |
| 20 B-Q5 | QR-K1 |
| 21 QR-KB1 | BxKtch |
| 22 BxB | R-B6 |



| | |
|--------------|---------|
| 23 QxR | PxQ |
| 24 B-B5ch | R-K3 |
| 25 P-Q5 | Kt-K4ch |
| 26 K-K4 | P-KR4 |
| 27 PxRch | K-K1 |
| 28 B-B6 | P-R5 |
| 29 BxKt | PxB |
| 30 KxP | PxP |
| 31 P-R3! | QxR(R8) |
| 32 K-B6! | QxR |
| 33 B-Kt6ch | K-Q1 |
| 34 P-K7ch | K-Q2 |
| 35 P-K8(Q)ch | K-Q3 |
| 36 Q-K6ch | K-B4 |
| 37 P-Kt4ch | K-Q5 |
| 38 Q-K5ch | K-B5 |
| 39 B-B7 mate | |

Dresden, 1892 QUEEN'S PAWN OPENING

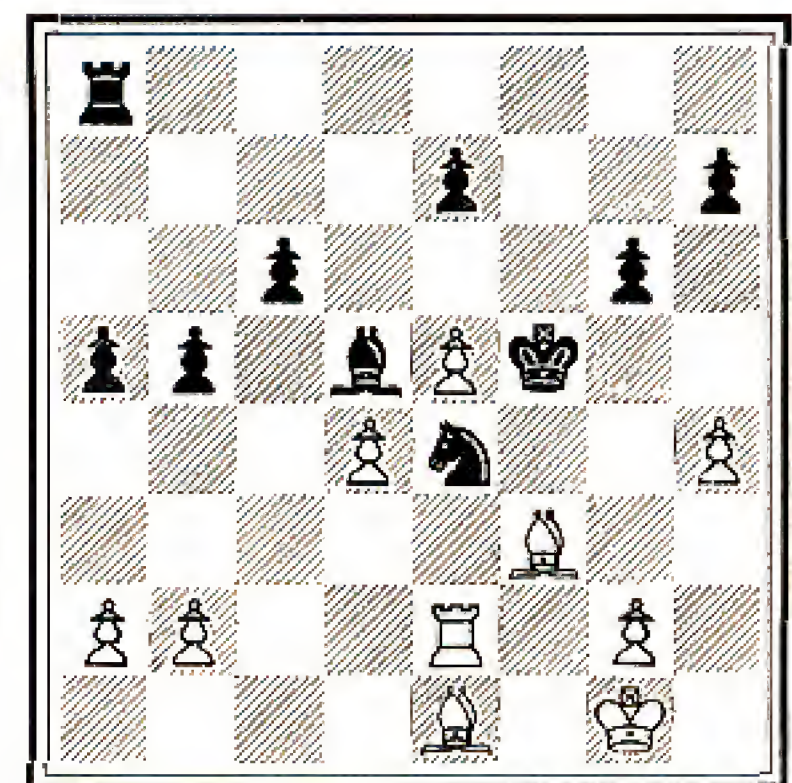
Black is threatened with the loss of a piece—and the only way to save it is to bring the King to its rescue. The piece is saved, but the King is trapped!

| Dr. Tarrasch | Alapin |
|--------------|--------|
| White | Black |
| 1 Kt-KB3 | P-Q4 |
| 2 P-Q4 | P-QB3 |
| 3 P-B4 | Kt-B3 |
| 4 P-K3 | P-KKt3 |
| 5 Kt-B3 | B-Kt2 |
| 6 Q-Kt3 | O-O |
| 7 B-Q2 | Q-Q3 |
| 8 R-B1 | QKt-Q2 |
| 9 PxP | KtxP |
| 10 KtxKt | QxKt |
| 11 B-B4 | Q-KR4 |
| 12 B-Kt4 | B-B3 |
| 13 P-K4 | P-R4 |
| 14 B-Q2 | Q-Kt5 |
| 15 P-K5 | B-Kt2 |
| 16 P-K6 | Kt-B3 |
| 17 PxPch | K-R1 |
| 18 O-O | P-QKt4 |
| 19 B-Q3 | B-K3 |
| 20 Q-Q1 | B-Q4 |
| 21 B-K2 | Kt-K5 |
| 22 Kt-K5 | Q-R5 |
| 23 P-B4 | BxKt |
| 24 BPxB | RxP |
| 25 RxR | BxR |
| 26 Q-K1 | QxQch |
| 27 BxQ | B-Q4 |
| 28 B-B3 | K-Kt1 |
| 29 P-KR4! | |

Preventing the Knight from escaping.

| | |
|---------|------|
| 29 | K-B2 |
| 30 R-B2 | K-K3 |
| 31 R-K2 | K-B4 |

The Knight is protected, but now Tarrasch forces a beautiful win!



| | |
|--------------|------|
| 32 P-Kt4ch | K-B5 |
| 33 K-Kt2!! | Any |
| 34 RxKtch! | BxR |
| 35 B-Q2 Mate | |



READERS' QUESTIONS

ANSWERED BY
ALBERT S. PINKUS

Answers to questions of general interest are published in this department. Questions must be specific and brief. Address Questions Editor, CHESS REVIEW, 250 West 57th Street, New York.

What is the name of the opening which begins 1 P-K4, P-K4; 2 P-KB4, PxP; 3 Kt-QB3 and what are the possibilities for both sides?—George Odell, Chicago, Ill.

This is the Perna Gambit, an old line of play resembling the Steinitz Gambit. I fail to find much published analysis on its possibilities but, from my own researches, I find the opening in Black's favor. The best continuation is:

3 Q-R5ch
4 K-K2 P-Q4!

M. C. O. gives 4 P-Q3 which seems rather slow. In the Keres-Kunerth postal game, 1935, the game went 4 P-Q3; 5 Kt-Q5? B-Kt5ch; 6 Kt-B3, BxKtch and Black has hardly made much of the exposed White position. Besides, Keres' 5th move of Kt-Q5 is a waste of time as Black should continue with 5 B-Kt5ch; 6 Kt-B3, Kt-QB3! and White cannot go after the Rook. Thus, after 7 KtxPch, K-Q1; 8 KtxR, Kt-K4! White must give back a piece to avoid the greater loss of the Queen which is threatened by 9 KtxKt; 10 PxKt, BxPch; 11 KxB, Q-R4ch, etc. (see next note.)

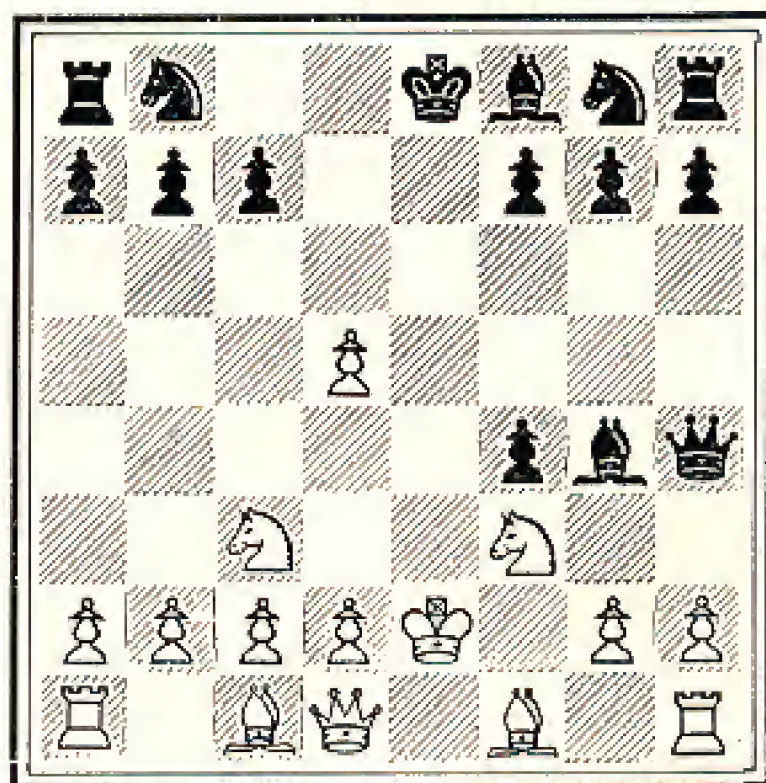
5 PxP

I believe the white game stands or falls on this move. If instead 5 KtxP?, B-Kt5ch; 6 Kt-B3, Kt-QB3!; 7 KtxPch, K-Q1; 8 KtxR, Kt-K4! (arriving at nearly the same position as the note above, except for the absence of the Black QP); 9 Q-K1 (What else is there? If 9 P-KR3, B-R4!), KtxKt; 10 QxQ, KtxQch; 11 K-K1, Kt-B3; 12 P-Q3, B-Q3 wins.

5 B-Kt5ch
6 Kt-B3

(See diagram next column)

Black now has three main lines of play: (a) 6 Kt-Q2; (b) 6 Kt-KB3; (c) 6 Kt-QB3?!

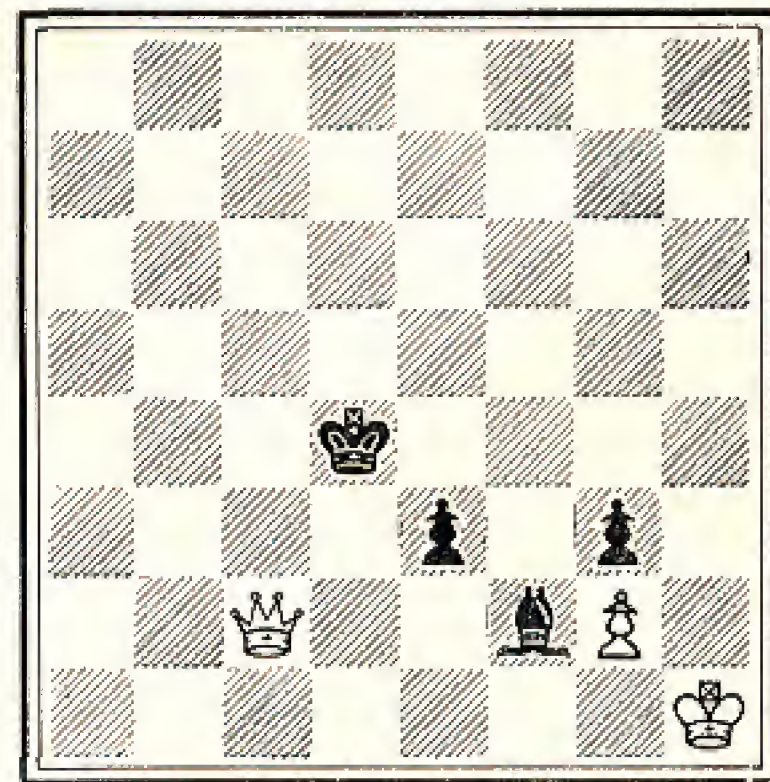


The first two are quiet lines and lead to a strong initiative for Black. The third is an aggressive line, which should be tested in play. Offhand, it looks promising for Black, i.e. 7 PxKt, O-O-O; 8 P-Q4, Kt-B3; 9 Q-K1, Q-R4 (not 9 R-K1ch?; 10 K-Q2 wins); 10 K-B2, B-Kt5; 11 B-Q3, KR-K1 with an uncertain position.

Is it permissible for a player, by promoting a pawn to the eighth rank, to have two Queens on the board at the same time?—Nicholas Platco, South Mountain, Pa.

You can have two or more Queens on the board at the same time. When a pawn is promoted to the eighth rank, it must be immediately exchanged for a Queen, Rook, Knight or Bishop, of the same color. See game between Alekhine and Grigorieff, Moscow, 1915 (Page 256, CHESS REVIEW for December, 1942) for an example of five Queens on the board at the same time!

What is the solution to the following problem which appears on one of CHESS REVIEW's business cards?—Ralph W. Ray, Portland, Maine (and others.)



White to Play and Win

The winning plan is to secure the release of the white King. The method, therefore, is to force the advance of the black pawn, after which the piece can be won with a series of checks by the Queen. One important point is that the black King must be driven away from his forces; otherwise he can advance his pawn safely and White will have no winning continuation.

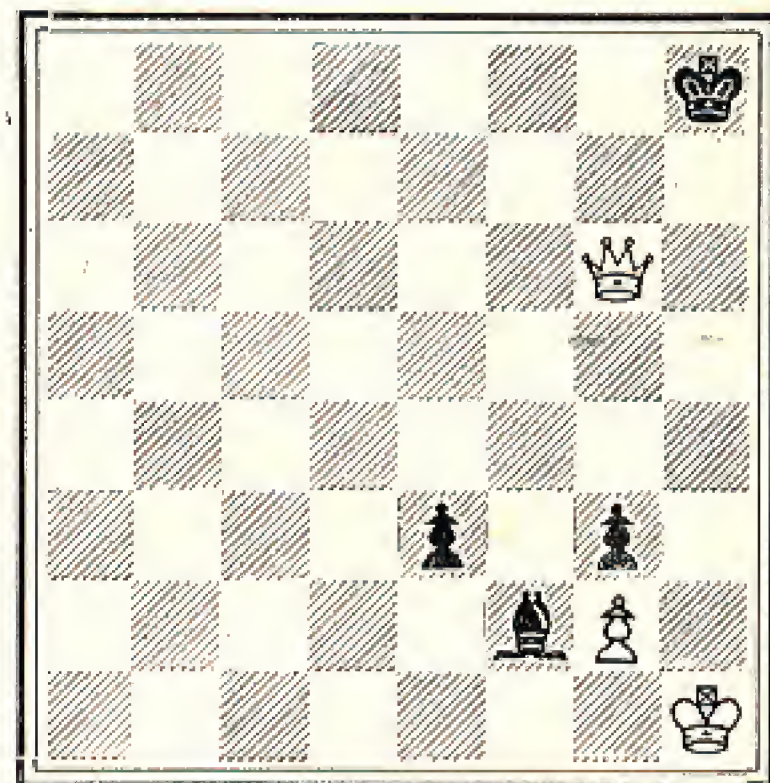
Note that, with Black on the move in the diagrammed position, the solution is simple, for Black is already in the "stalemate net," i.e., 1 K-Q4; 2 Q-B3 (keeping at the Knight's distance is the idea, so as not to lose the Knight's opposition), K-K5; 3 Q-B4ch, K-B4; 4 Q-Q4 and the black King is soon forced into stalemate. The solution is as follows:

1 Q-Q1ch K-B5

If 1 K-B6; 2 Q-K2, K-Q5; 3 Q-B2 etc. Or 1 K-B6; 2 Q-K2, K-Kt6; 3 Q-Q3ch, K-Kt7; 4 Q-B4, etc., keeping the Knight's opposition.

2 Q-KB1ch K-Q5
3 Q-Kt5 K-B6
4 Q-K2

This idea is continued until the following position (or similar) is reached:



This is the first stage and from this position Black must now advance the pawn and lose it by 1 P-K7; 2 Q-K8ch, K-Kt2; 3 QxP.

The second stage of play is essentially a repetition of the first.

LET'S PLAY CHESS!

A black and white photograph showing a close-up of a hand hovering over a chess king piece on a checkered board. The king piece is in the center, and the hand is positioned above it, with fingers slightly curled. Other chess pieces, including a pawn and a knight, are visible in the background, slightly out of focus.

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A Picture Guide to the Game of Chess



IRVING CHERNEV

By **IRVING CHERNEV**

Associate Editor of **CHESS REVIEW**

and

KENNETH HARKNESS

Managing Editor of **CHESS REVIEW**

This 8-page supplement contains Part One of a new, pictorial, self-teaching guide to the game of chess. The series will appear monthly and will form a complete course of instruction in the rules and tactics of the game.

By following this course, with its remarkable illustrations, diagrams and practice drills, the beginner can quickly and easily learn the basic principles of chess.

Part 2 of the series will appear next month - in the April issue.

INTRODUCTION

In this series we present an entirely new method of chess instruction. You will learn the rules and tactics of chess by *seeing* and *doing* things. The explanations and definitions will be illustrated, in all cases, by pictures, diagrams and examples.

The course starts—as it must—at the very beginning. We are going to presume that you have never seen a set of chessmen in your life. If you already “know the moves,” so much the better. You can skip the first part and carry on from there. If you have been playing chess for some time, you may regard this as a “refresher” course in the elementary principles. There will be much in the later sections which will help and instruct you. Advanced players will find it an excellent means of introducing chess to their friends.

As the course is primarily intended for beginners, elementary subjects will not be quickly glossed over. Two or three pages of pictures, diagrams and text may be used to clarify abundantly definitions which most chess books dismiss in a few words. Chess notation—those mysterious numbers and symbols used to record chess moves—will not be employed in the early stages. The notation system will be introduced gradually and painlessly, as we go along. After you have read several installments you will suddenly

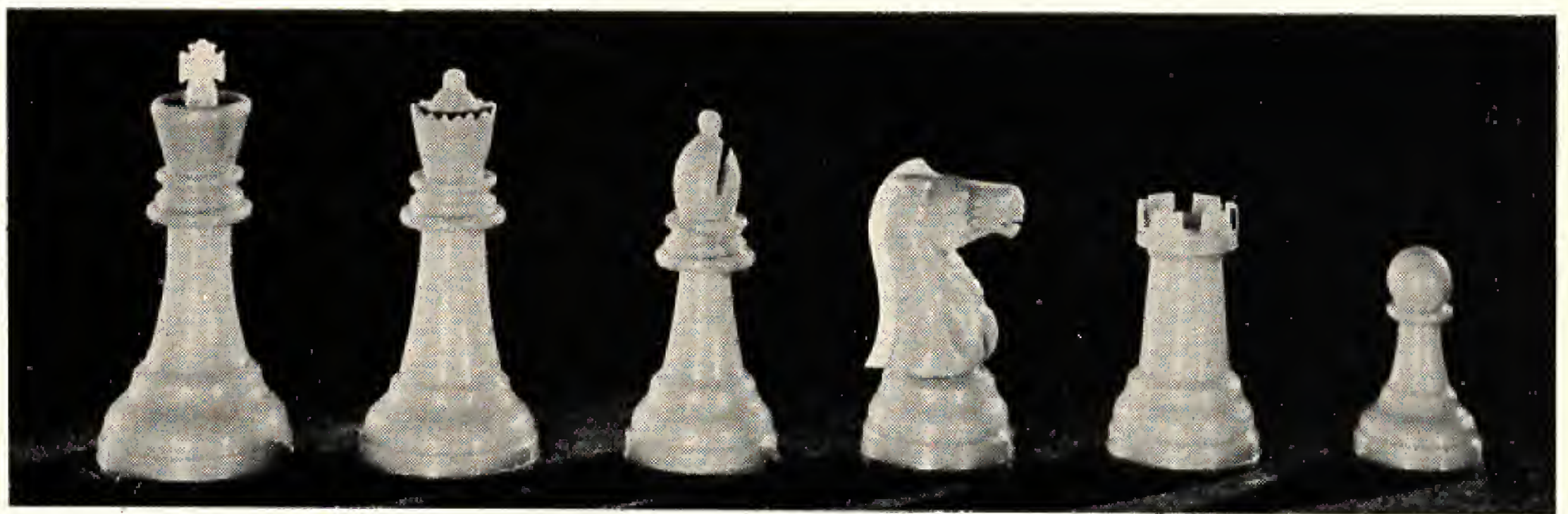
realize that you know and understand chess notation without conscious effort on your part.

This course may help to dispel the erroneous belief that chess requires extraordinary intelligence or a mathematical mind. Chess has nothing to do with mathematics and to enjoy a game of chess with a relative or friend you need no more intelligence than for a friendly game of bridge, gin rummy, or any other home game.

Of course, chess would not have survived for thousands of years if there was no more to it than gin rummy. With its limitless possibilities, chess can be played and enjoyed by beginners, average players, advanced players and masters. Each class plays a different type of game—but enjoyment of the game is not reserved for the masters. The beginner soon learns to appreciate the beauty and art of master play—the delightful combinations, the amazing strategy and perfect timing displayed by these experts—but for sheer pleasure he enjoys best of all his own efforts against players of equal strength. An absorbing hobby, chess provides him with relaxation and recreation in greater measure than any other home game.

It is our hope that this course will be the means of introducing our new readers—and the friends of our old readers—to a fuller appreciation and understanding of the greatest game in the world, the Royal Game of Chess.

The Chessmen and Chessboard



KING QUEEN BISHOP KNIGHT ROOK PAWN

To play chess you need a set of chessmen and a chessboard. You may, if you wish, use an inexpensive pocket chess set; but eventually you will want to own a regular set of plastic or wooden chessmen and a cloth or wooden board.

Chessmen and boards are available in various sizes, colors and designs. If possible, take the advice of an experienced chessplayer in selecting your set. Tricky designs and violent colors become distasteful later. Although red and black boards are sold in great quantities, you will find more subdued colors easier on the eyes.

The pieces of a "Staunton design" plastic chessmen are pictured on this page. On other pages, a wooden chess set of similar design is illustrated. With slight modifications in the products of different manufacturers, sets of this design are by far the most popular.

Let us now examine the chessmen in detail and take stock of the "White" and "Black" forces. No matter what the actual color of your chessmen may be, it is customary to refer to the light-colored men as the **white** pieces and the dark-colored men as the **black** pieces.

Comparing your chessmen with the illustration above, you will note that the white pieces consist of 1 King, 1 Queen, 2 Bishops, 2 Knights, 2 Rooks and 8 Pawns. Now if you compare the white with the black men you will find that they correspond exactly. There are two identical sets of forces—a White army and a Black army.

The King is always the **tallest** piece. The Queen, with a knurled crown, is almost as tall as the King. The Bishops can always be distinguished by the sharp slits at the top. The Knights (with horses' heads) and the tower-like Rooks (formerly called Castles) are easily identified. The Pawns are the smallest of all.

At the top of the next column the entire forces of the white and black "armies" are shown, in the order we have just described them. In this illustration, the chessmen are represented by the **symbols** used in the printed diagrams which will appear in this series. Study these symbols carefully and become acquainted with them. The King and Queen are represented by their respective crowns. The symbol for the Bishop features the slit top (supposed to represent a Bishop's miter.) The symbols for the Rook, Knight and Pawn depict the general shapes of these men.

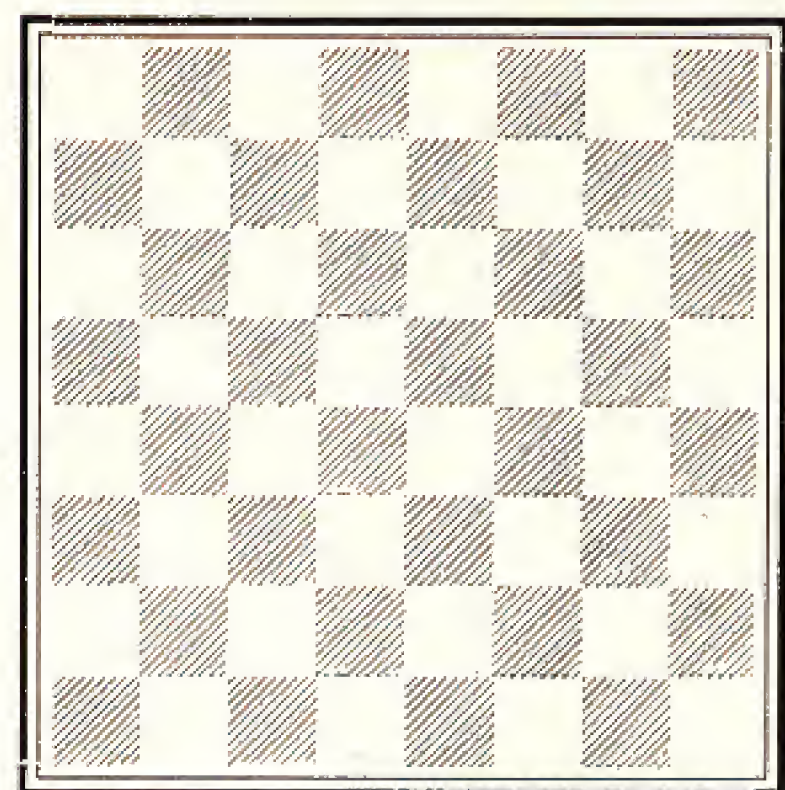
White Men

-  1 King
-  1 Queen
-   2 Bishops
-   2 Knights
-   2 Rooks
-     8 Pawns

Black Men

-  1 King
-  1 Queen
-   2 Bishops
-   2 Knights
-   2 Rooks
-     8 Pawns

The Chessboard




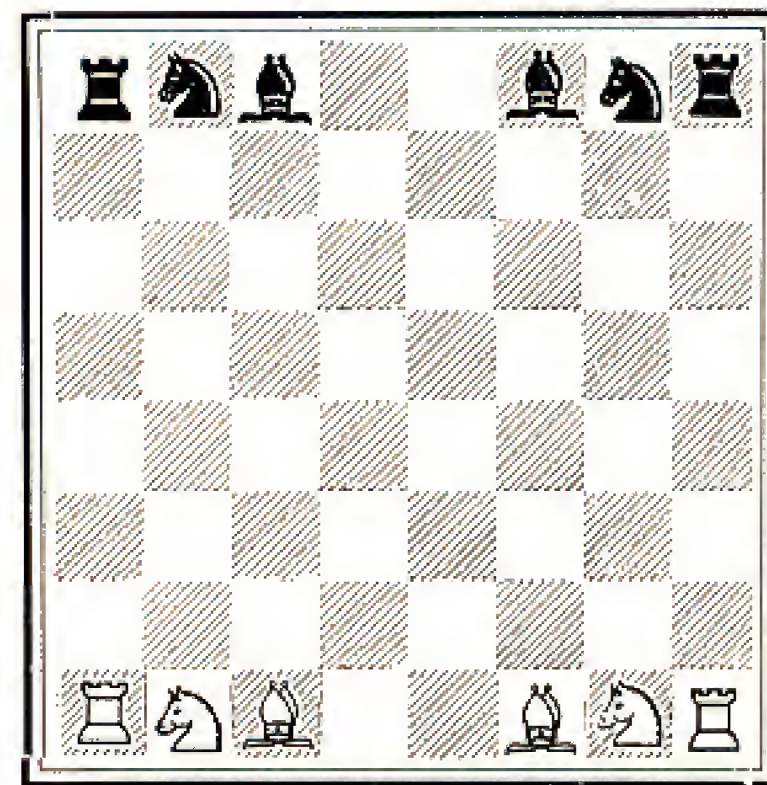
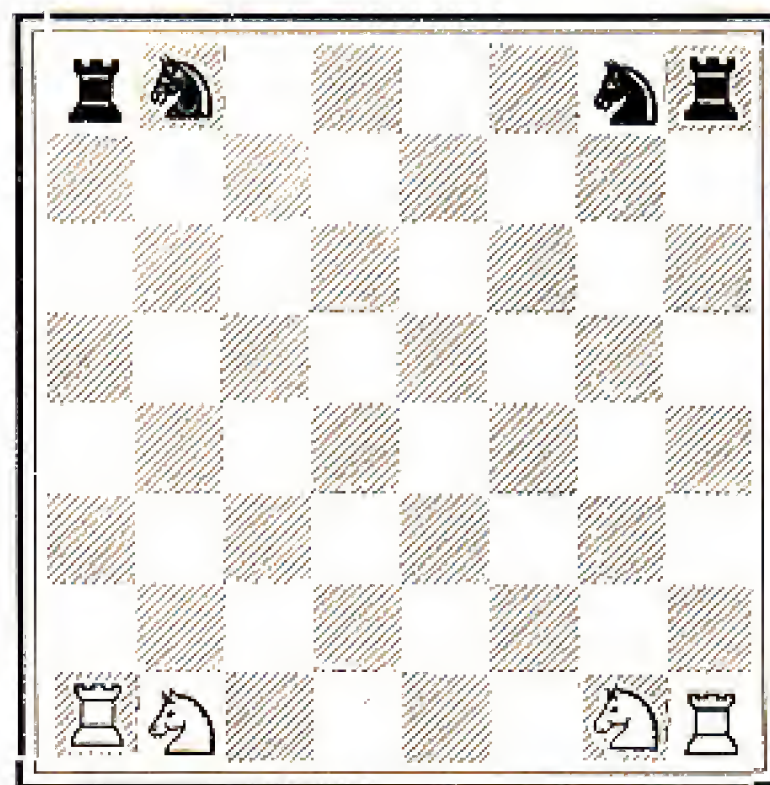
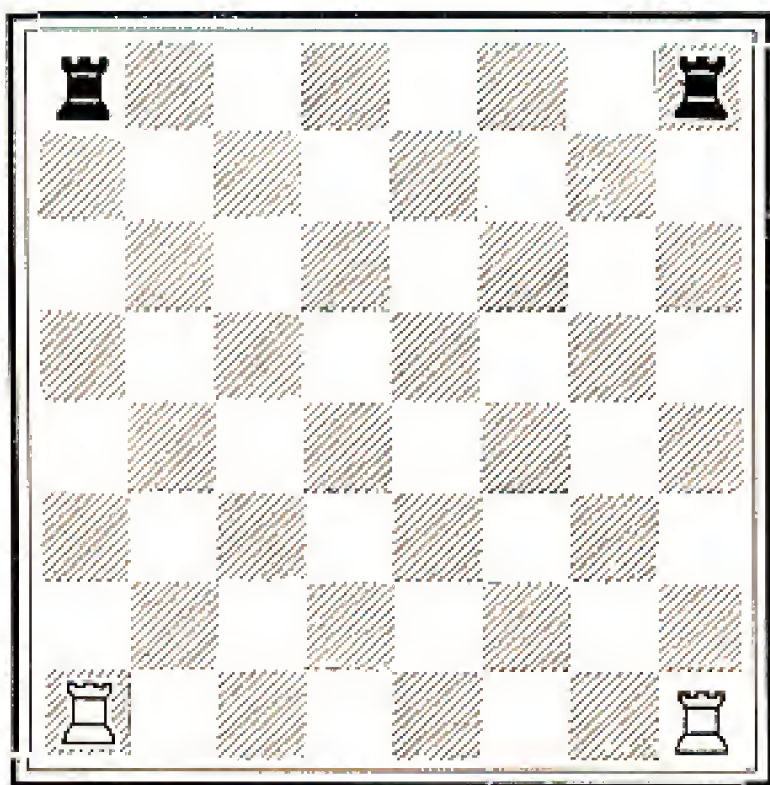
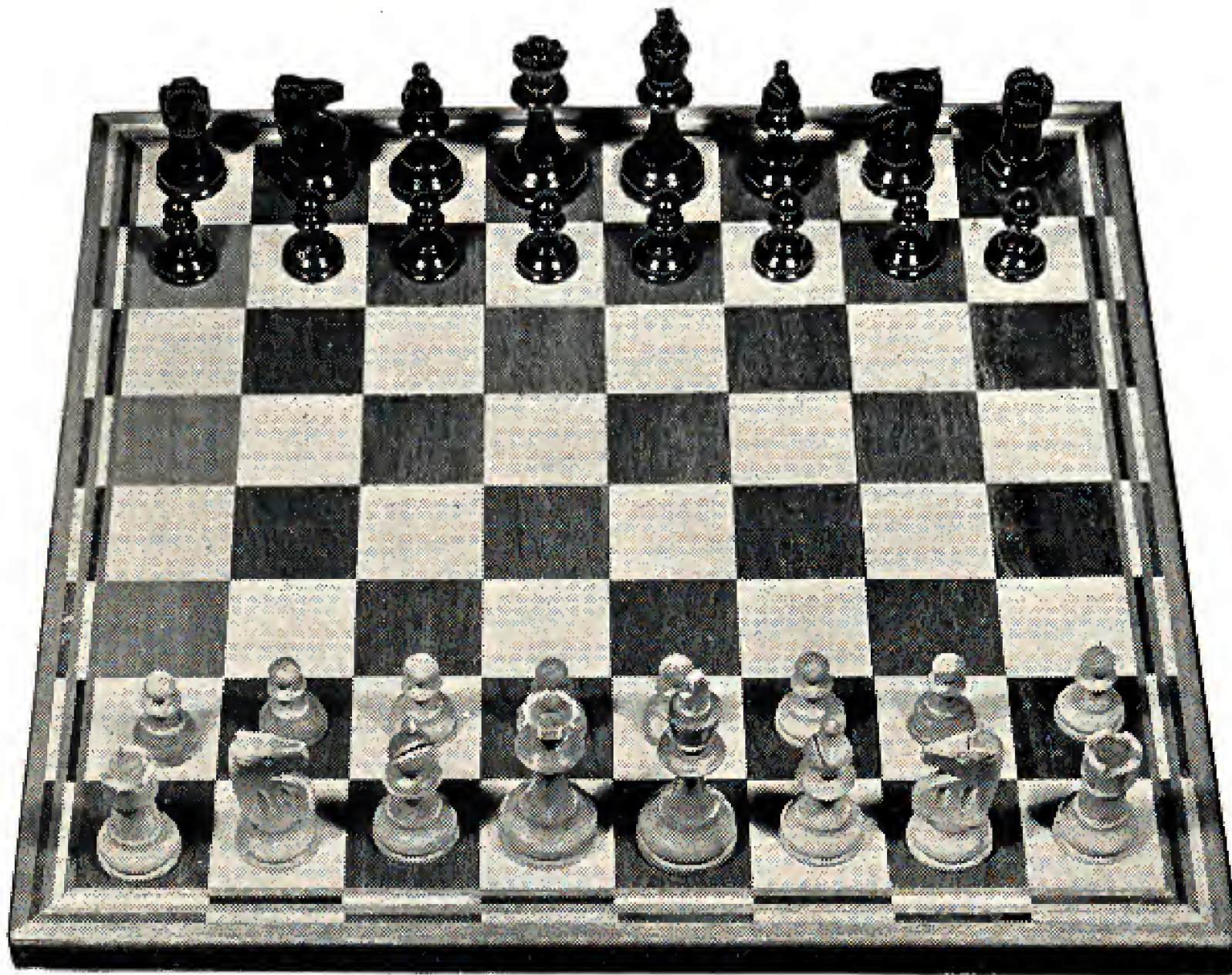
Chess is played between two opponents on a board with 64 squares. Every square may be used. The board has 32 light and 32 dark squares. These are always referred to as **white** and **black** squares.

The board must be placed so that each player has a **white** square at the right hand corner nearest to him. (See pointer above.) This is important. You cannot play chess with the board turned round the wrong way.

The Starting Line-Up

You are not yet ready to play a game of chess—but this picture shows how the chessmen must be lined up to start a game. Place the pieces on the board as explained under the diagrams below.

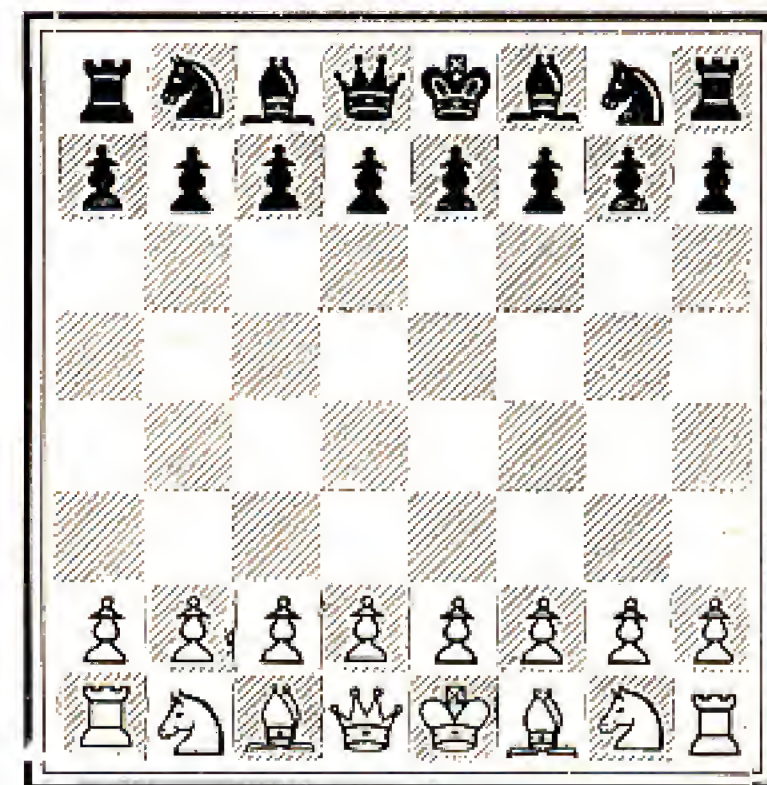
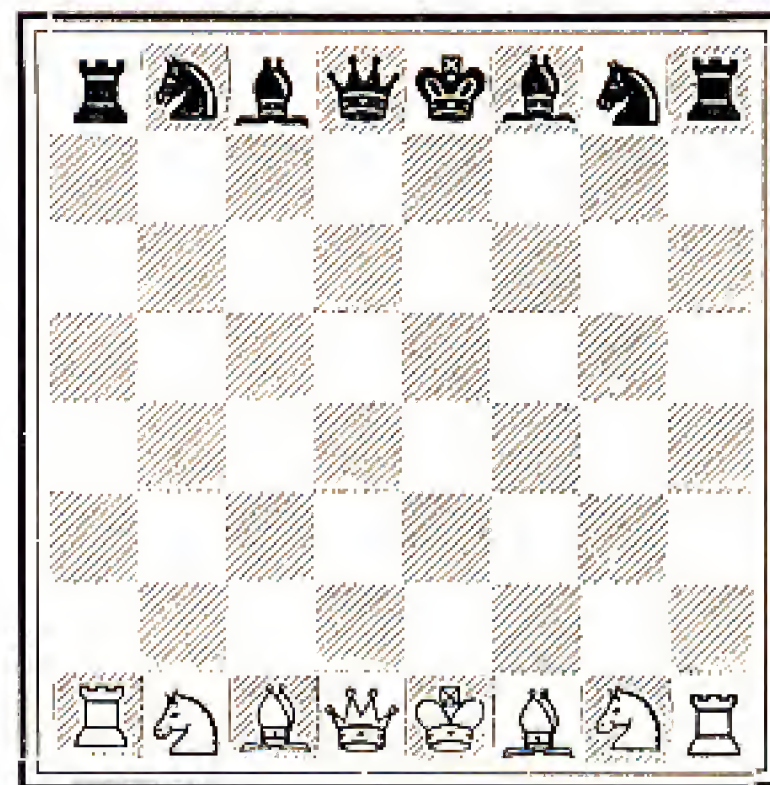
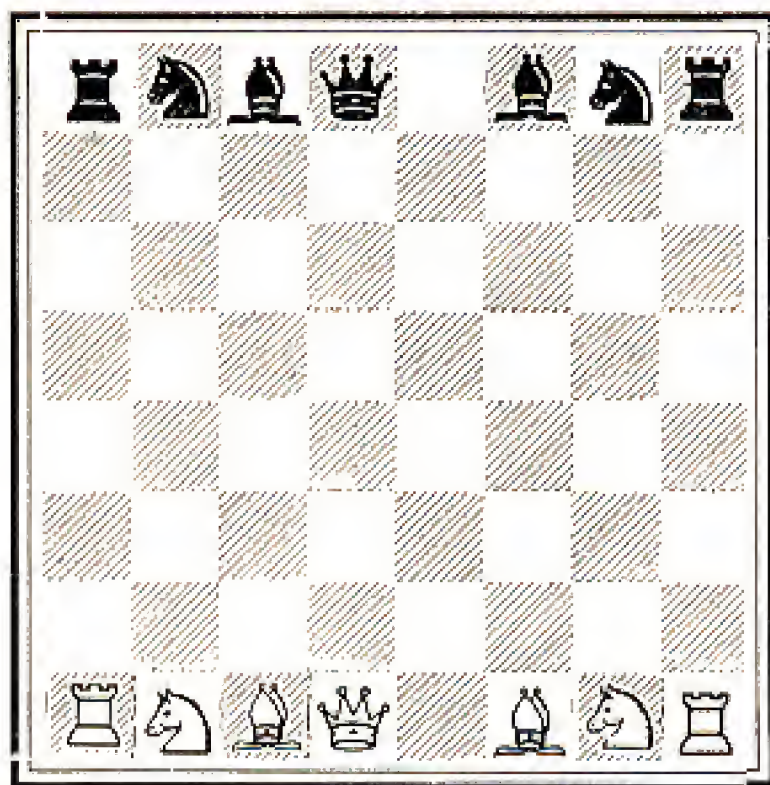
 Remember to place the board with a white square at the right hand corner nearest to you.



1 Each player has two Rooks. Place them in the corners.

2 Each player has two Knights. They go next to the Rooks.

3 Each player has two Bishops. Place them beside the Knights.



4 The white Queen goes on the remaining white square on the front row; the black Queen goes on the corresponding black square on the back row.

5 Place the Kings beside the Queens. Note that the opposing Kings and Queens directly face each other across the board. King opposite King; Queen opposite Queen.

6 Finally, place the pawns on the second rank, each in front of a piece. The board and men are now properly set up, ready for play. Compare with photo above.

The Moves of the Chessmen

As the painter mixes his pigments and spreads them on canvas to create a work of art, so does the chessmaster combine the distinctive powers of the chessmen to produce a masterpiece of the chessboard.

The art of chess is based on the fact that each *type* of man—King, Queen, Bishop, Knight, Rook and Pawn—moves in a different way, in accordance with definite rules. Each type has special powers, prescribed limitations.

At first sight, it may seem as though the chessmen

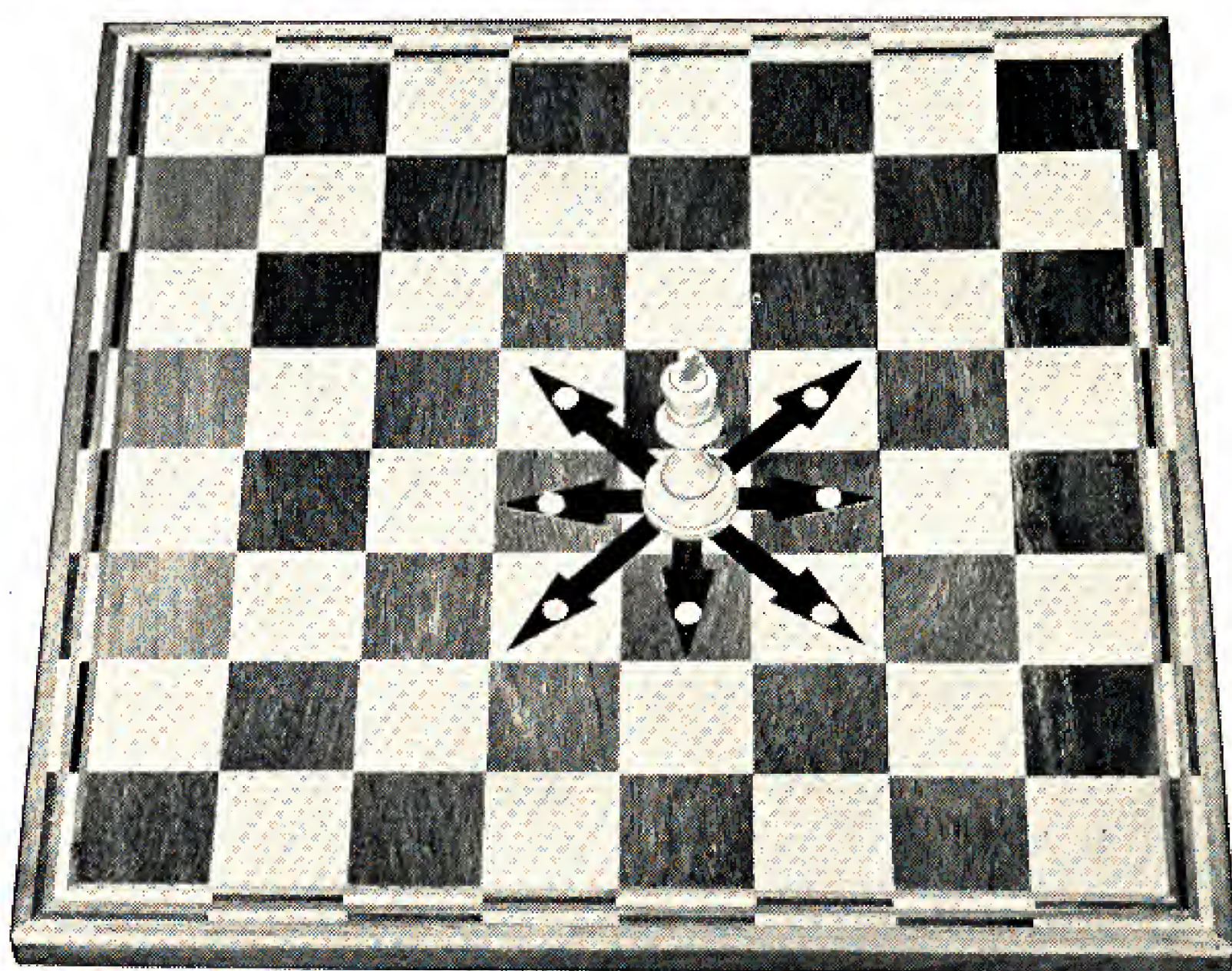
swoop at each other from one side of the board to the other without rhyme or reason. Queens, Bishops and Rooks dart hither and yon. Knights leap from square to square in peculiar fashion. Actually, these pieces are following a clear-cut pattern, are moving and capturing in accordance with simple rules, pictured and described on this and the following pages. This pictorial presentation of the chess moves will enable you to comprehend the powers of the pieces *in a few minutes!*

How the KING Moves and Captures

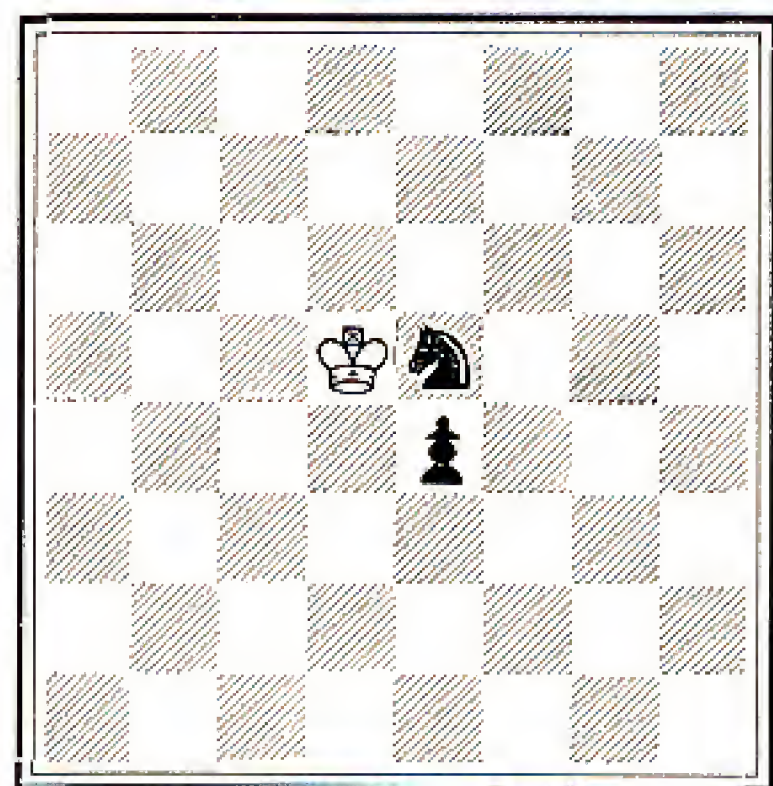
The King moves **ONE SQUARE**
at a time in **ANY DIRECTION**.

See picture at right. Here the King has **8 optional moves**. He can move in any desired direction (indicated by the arrows) to any one of the 8 adjoining squares.

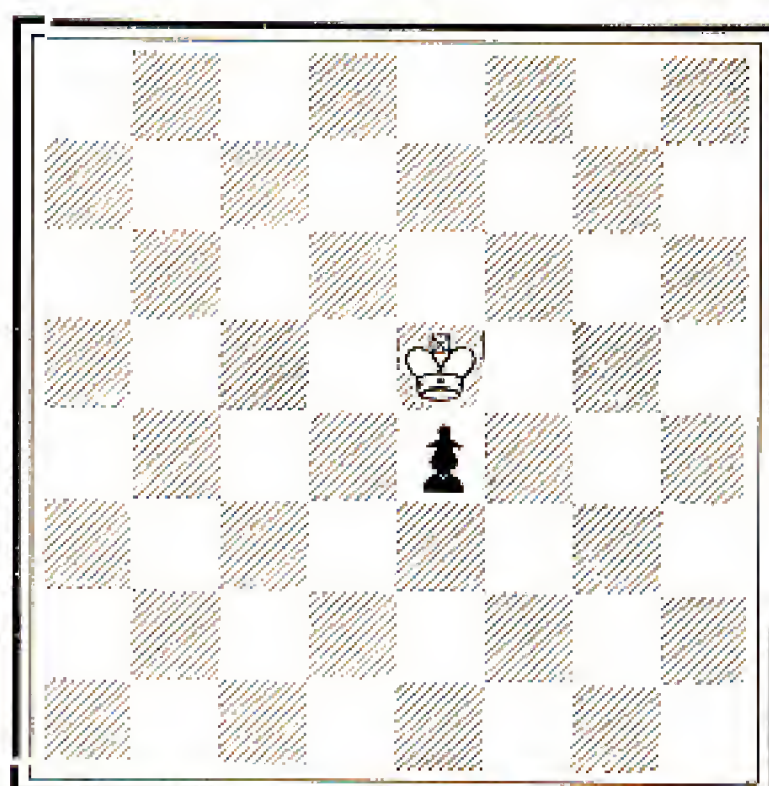
The white dots on the tips of the arrows indicate the squares to which the King has the option of moving.



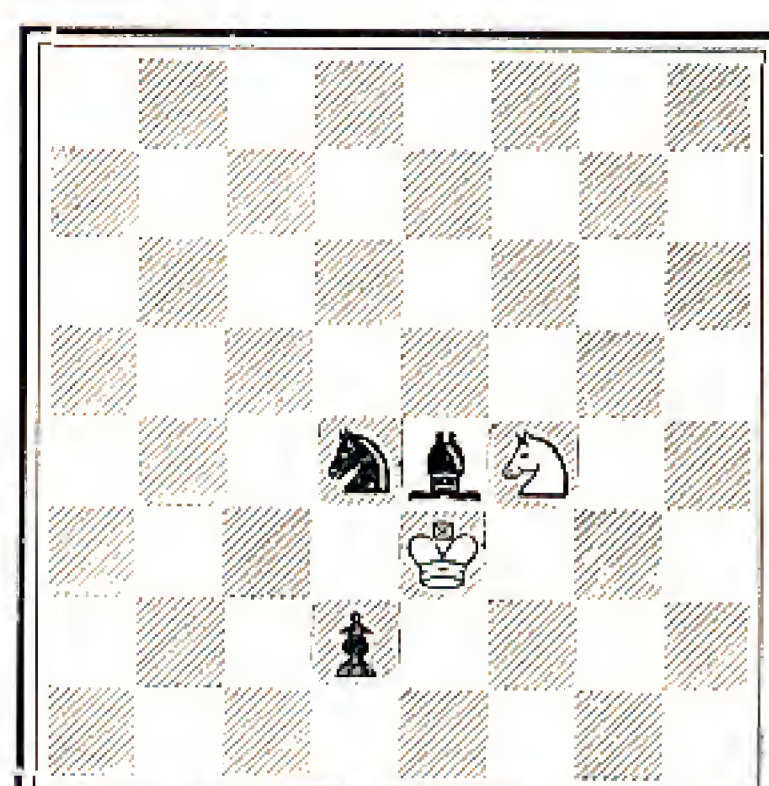
NOTE: The arrow on the square beyond the King is hidden in this photograph. This is one of the 8 adjoining squares to which the King has the option of moving.



1 The King may capture an enemy piece on any square to which he has the option of moving. Here the white King can capture the black Knight or the black Pawn.



2 The King has captured the Knight in Diagram 1. Note the method of capturing. The Knight is removed and the King occupies the square on which the Knight stood.



3 Here the white King can capture the black Knight, Bishop or Pawn. He cannot capture the white Knight as no piece may capture a piece of its own color.

How the ROOK

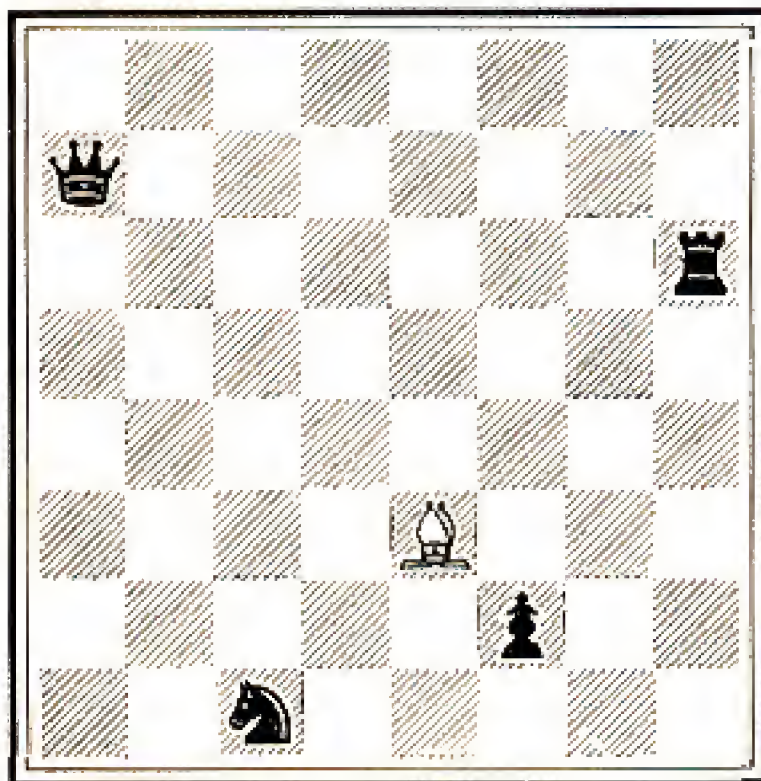
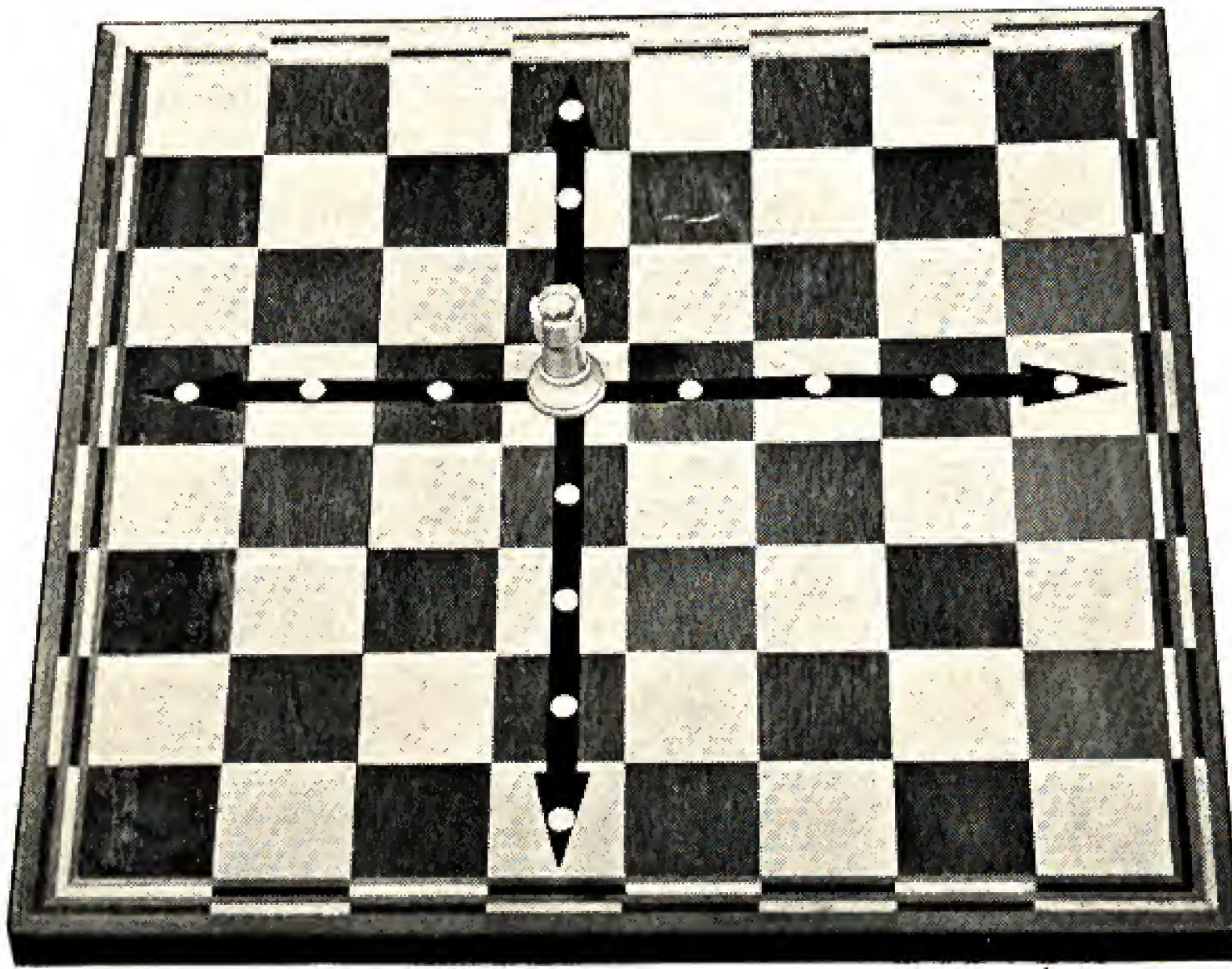
Moves and Captures

The Rook moves North, South, East or West. It may travel ANY DESIRED NUMBER OF SQUARES in one move, provided there is no obstructing piece.

The Rook in the picture can move in the directions indicated by the arrows and it can stop at any of the squares marked with a white dot.

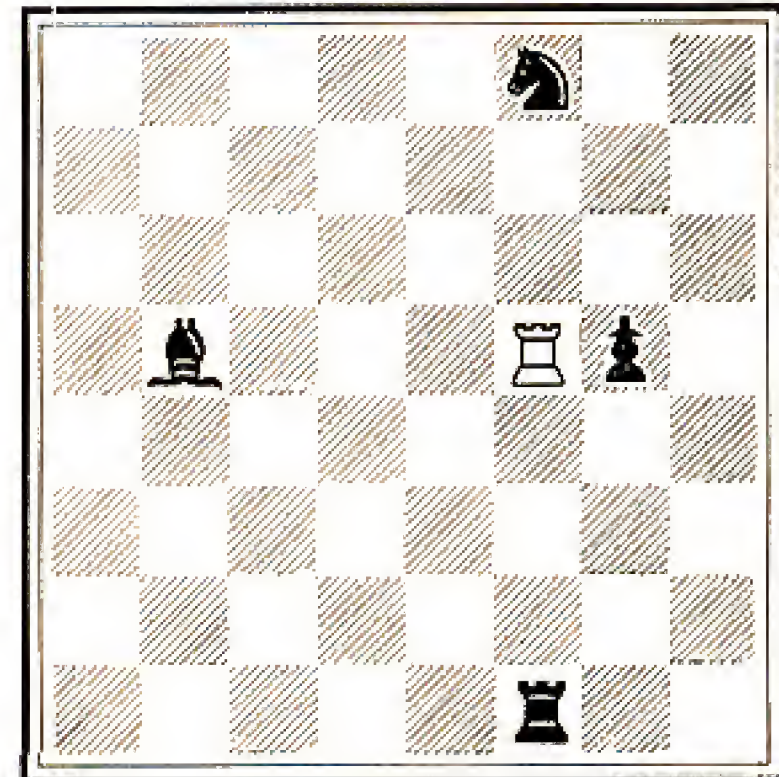
If an enemy piece (Black, in this case) occupied one of the dotted squares, the Rook could capture it.

If a friendly piece (White) occupied any of these squares, the Rook would be obstructed and could not move beyond the obstruction.



The white Rook (diagram at right) can move to the left and capture the Bishop; or to the right and capture the Pawn; or he can move up and capture the Knight, or down and capture the black Rook.

The Bishop (diagram at left) can capture any of the four black men. All captures in chess are accomplished by removing the enemy piece and occupying the square on which he stood.



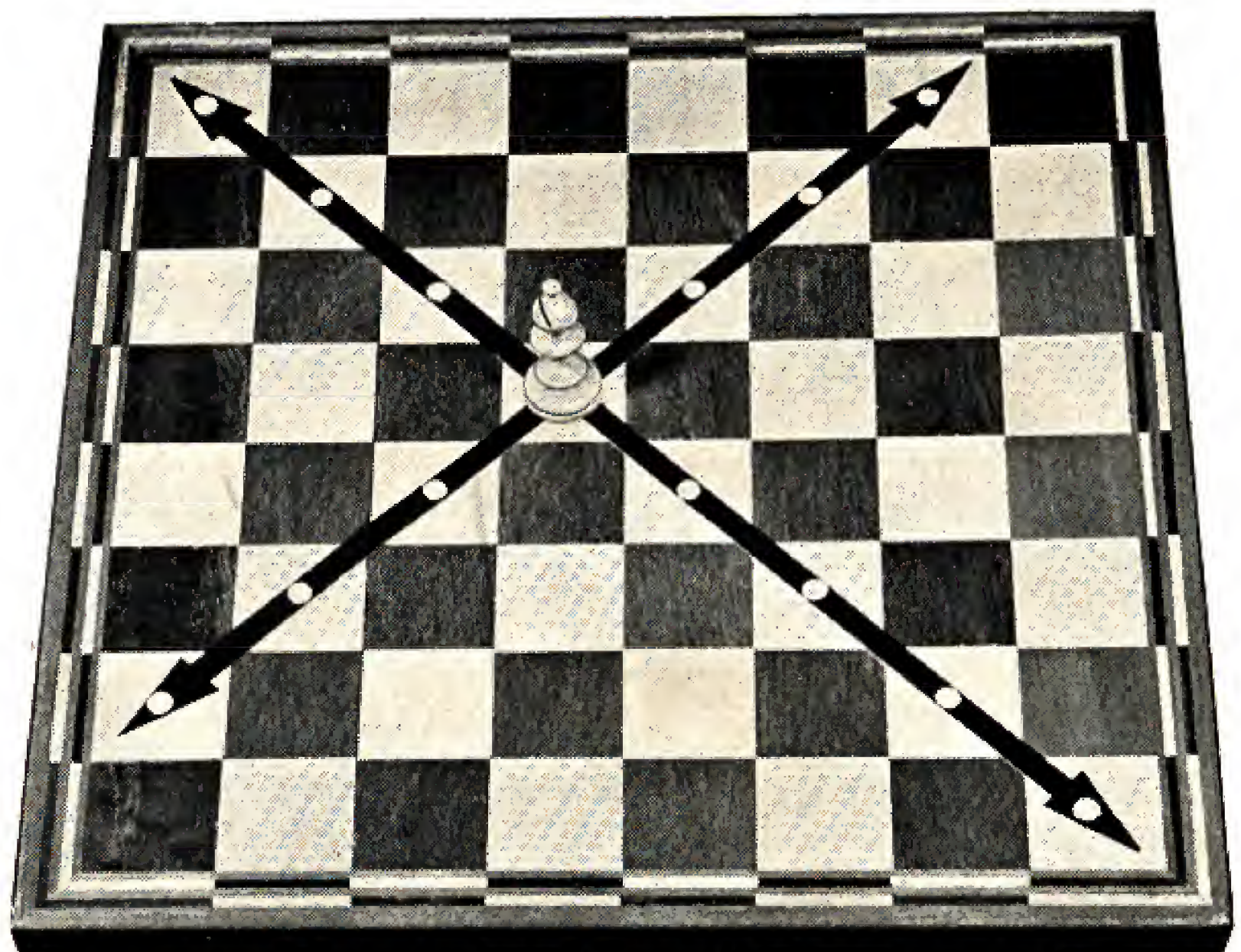
How the BISHOP

Moves and Captures

The Bishop moves DIAGONALLY. It may travel ANY DESIRED NUMBER OF SQUARES in one move, provided there is no obstruction.

The Bishop in the picture can move in the directions indicated by the arrows and it can stop at any of the dotted squares.

Like the Rook, it can capture an enemy piece and would be obstructed by a friendly piece on any of these dotted squares.



How the QUEEN Moves and Captures

The Queen combines in one piece the moves of a ROOK and BISHOP. She can move North, South, East or West (like a Rook) OR she can move diagonally (like a Bishop).

The Queen in the picture at the top of the page can move in the directions indicated by the arrows and can **stop** at any of the squares marked with a white dot.

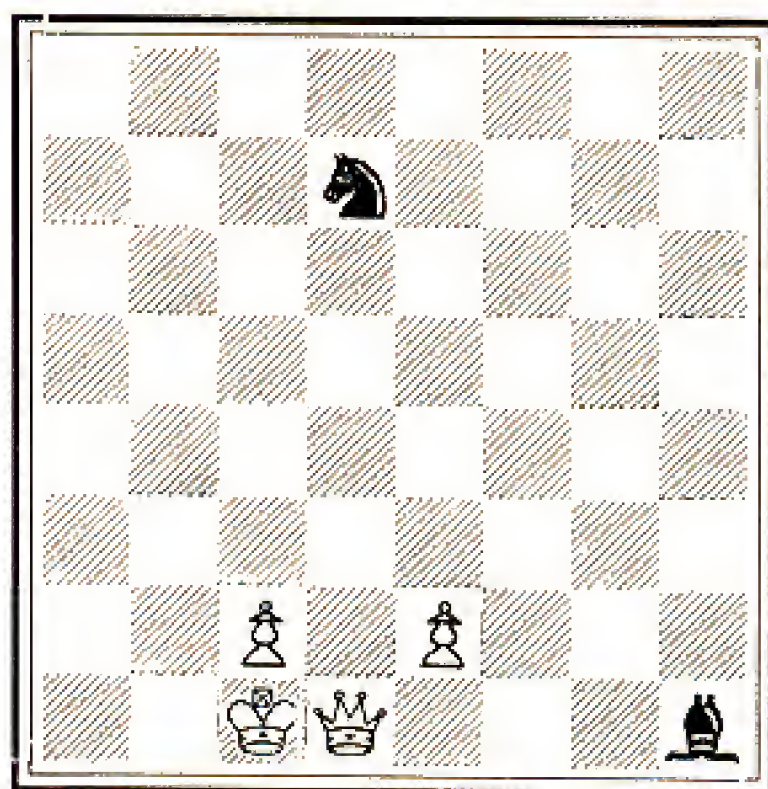
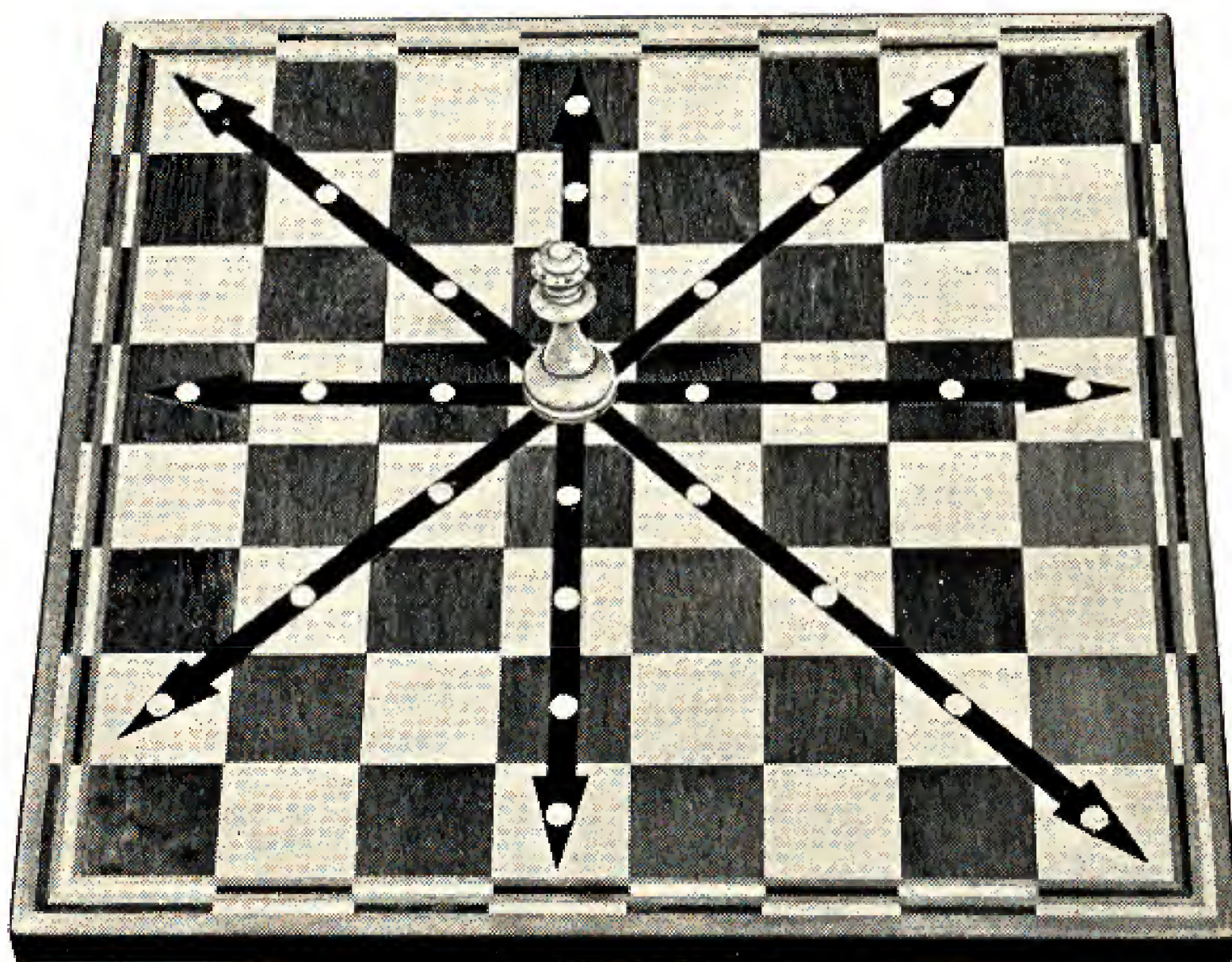
The Queen could capture an enemy piece and would be obstructed by any friendly piece which occupied any of the dotted squares.

The before and after pictures at the bottom of the page show the white Queen capturing a black Pawn.

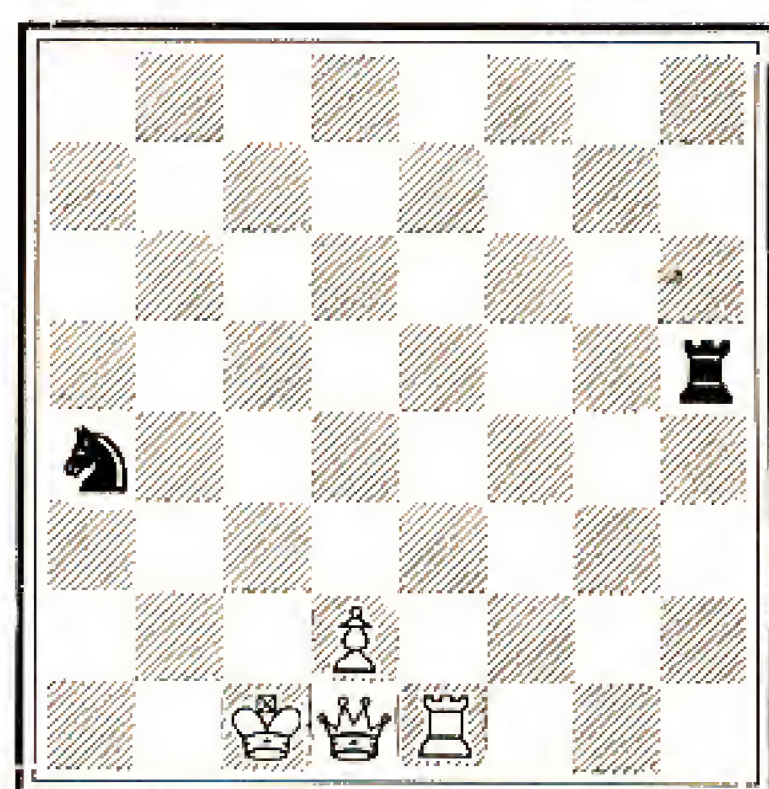
In the first picture, the white Queen is **obstructed** by its own pieces and can move only in **two directions**, as indicated by the arrows. She can move to any of the dotted squares, or she can capture the black Pawn (but she cannot go beyond the black Pawn.)

In the second picture, the Queen has moved forward and captured the black Pawn. The Pawn has been removed from the board and the Queen occupies the square on which the Pawn stood. The capturing piece always occupies the square vacated by the captured piece.

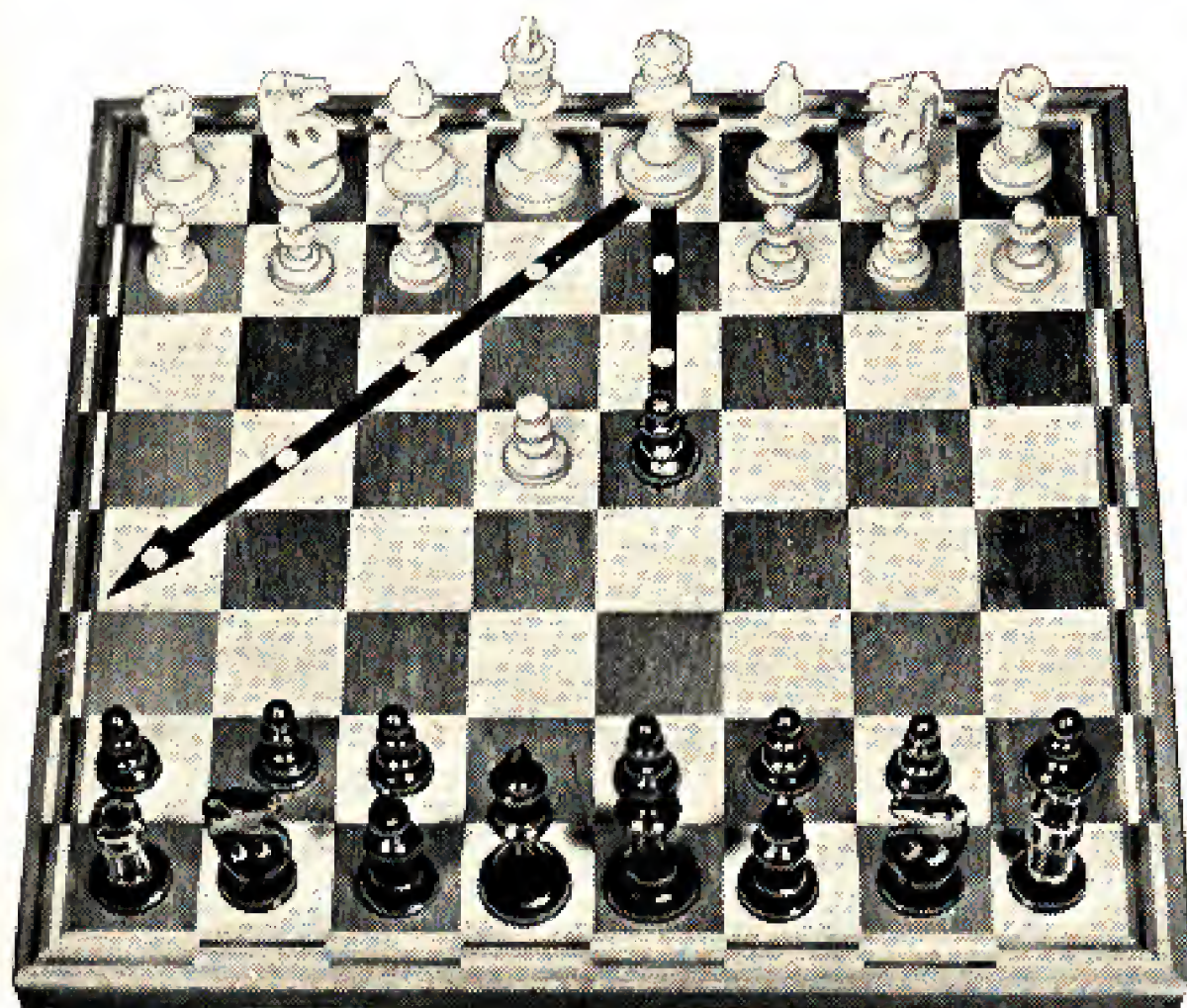
The Queen was **not forced** to capture the Pawn. Chess captures are optional.



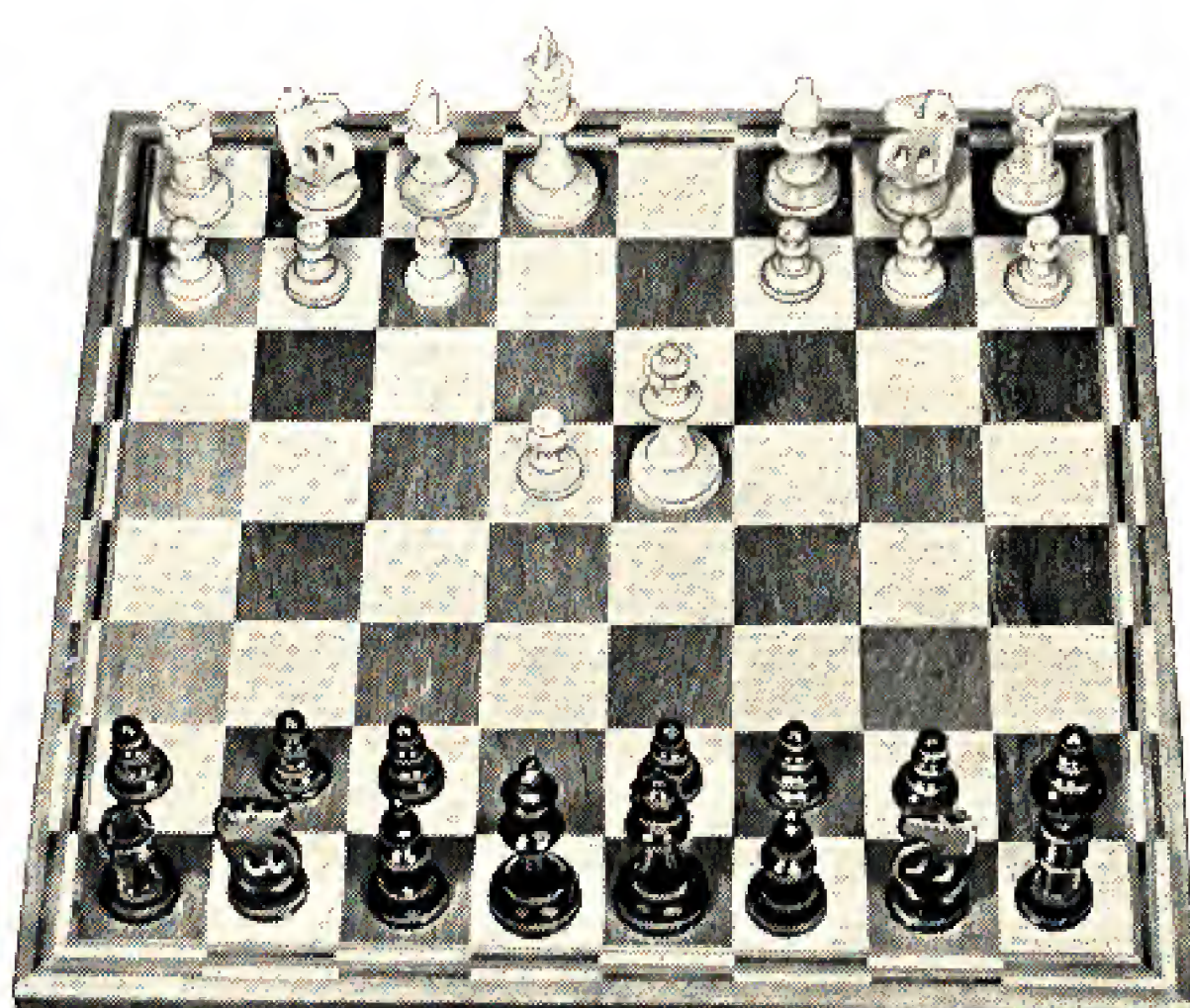
The Queen in this diagram can move like a Rook and capture either of the black pieces. The white men prevent her from moving in any other direction.



The Queen in this diagram can move like a Bishop and capture either of the black pieces. The white men prevent her from moving in any other direction.



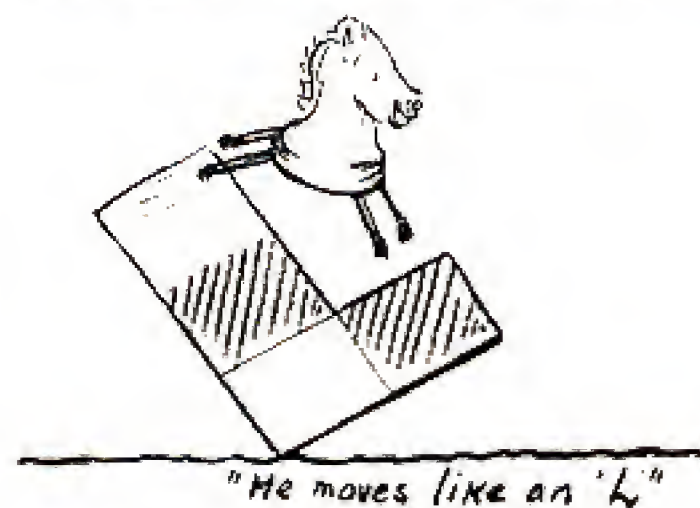
BEFORE CAPTURING



AFTER CAPTURING

How the KNIGHT

Leaps and Captures



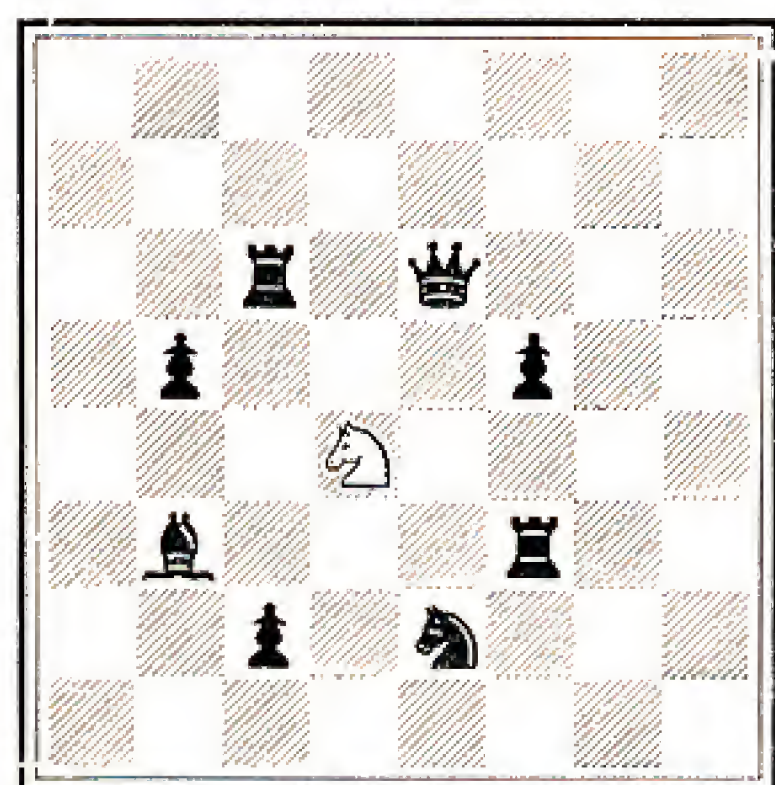
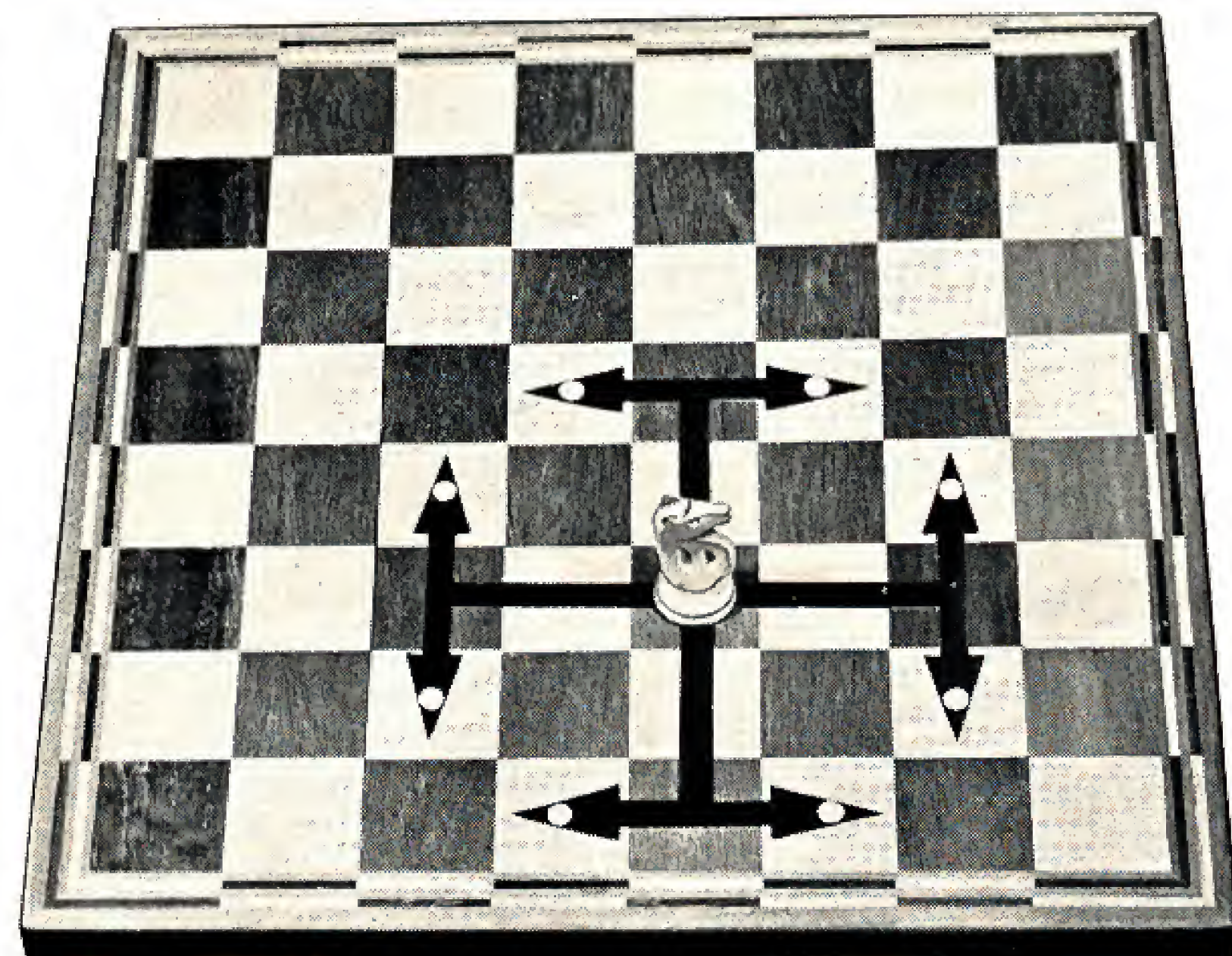
The Knight **LEAPS** from a **BLACK** square to a **WHITE** square; or from a **WHITE** square to a **BLACK** square. He **ALWAYS** goes to a square of the opposite color.

When starting from a Black square, the Knight leaps over one square and lands to the right or to the left on to a White square.

Similarly, when starting from a White square, the Knight leaps over one square and lands to the right or to the left on to a Black square.

The Knight in the picture (top of page) is on a black square. He can leap one square (to the North, South, East or West) and land to the right or to the left on to a white square. The squares to which he can leap are indicated by the arrow tips with white dots.

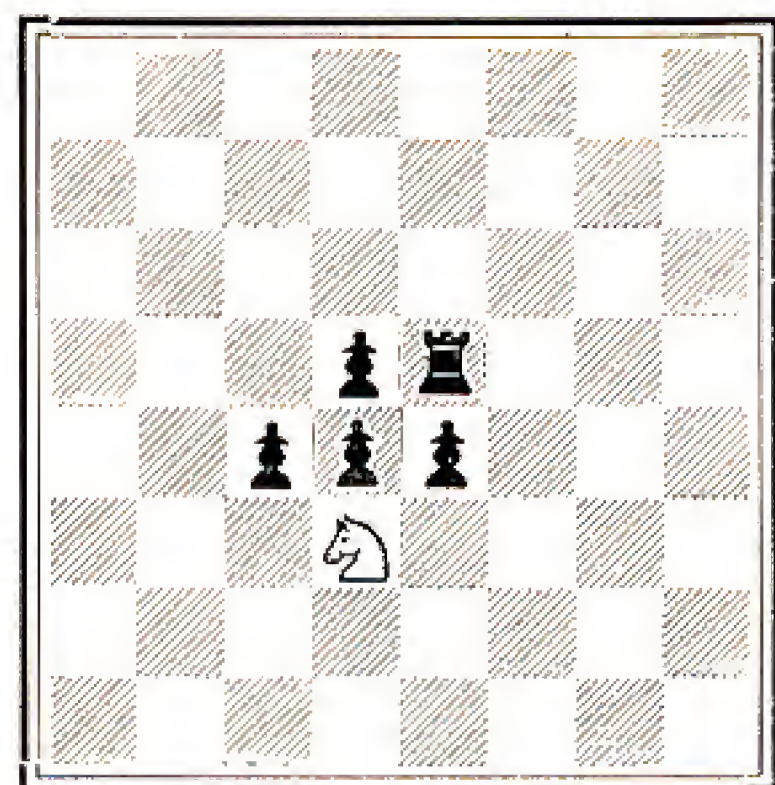
The Knight captures exactly as he moves. When capturing, or when moving to a vacant square, the Knight leaps over any of his own men or any of the opponent's men. The Knight is the only piece that can do this.



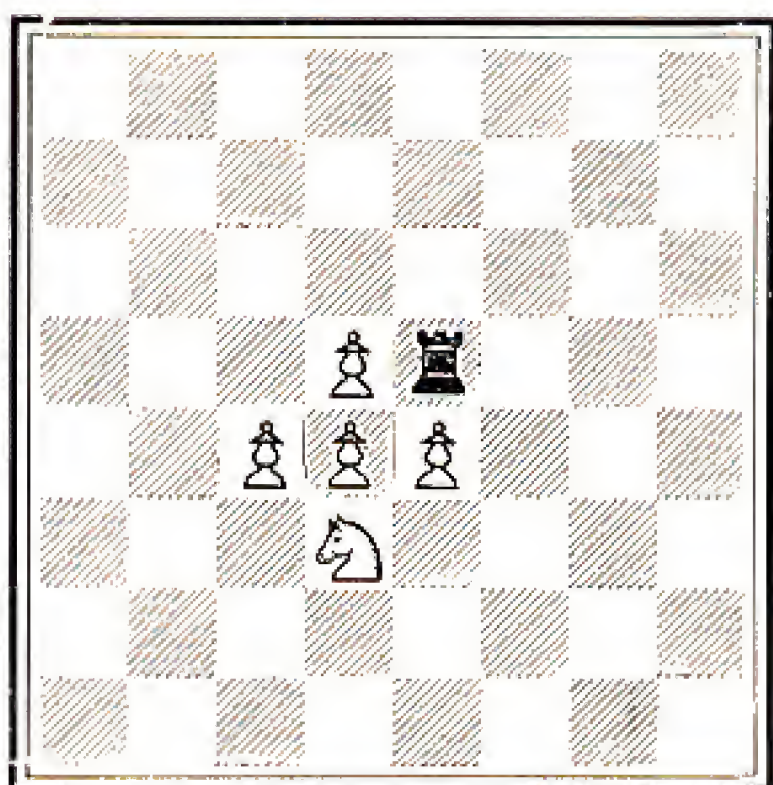
1 The white Knight can capture any of the 8 black pieces as they are all in the direction of its possible moves.



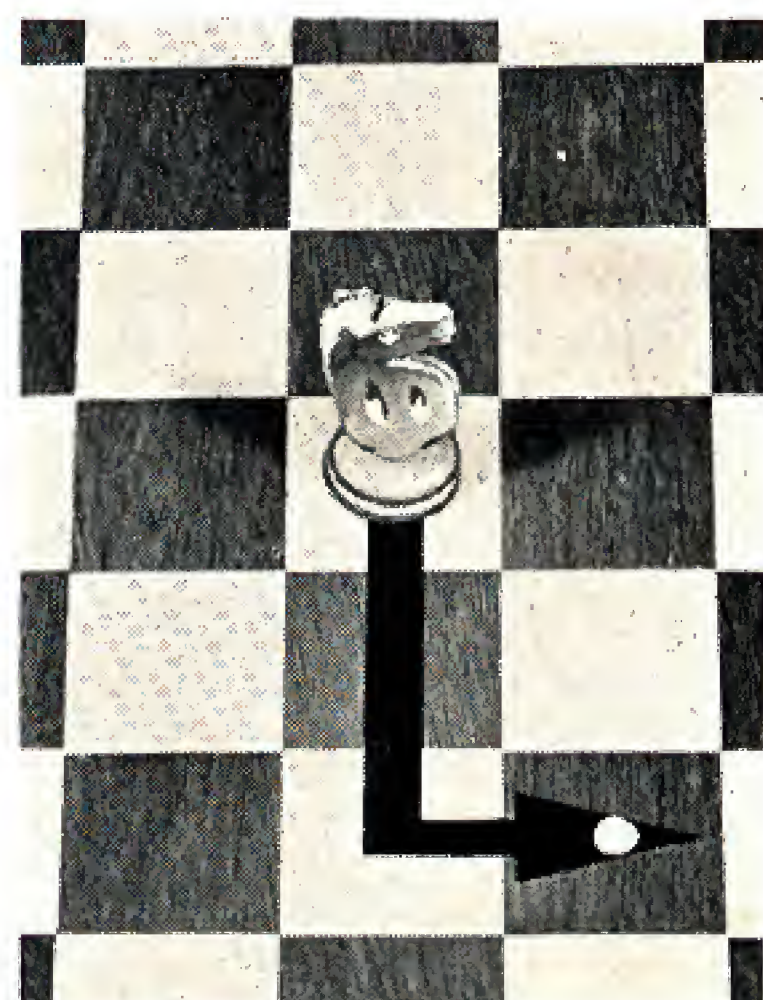
2 This white Knight can also capture any of the 8 black pieces. Note that he now goes from a white to a black square.



3 The white Knight can jump over the black Pawns and capture the black Rook. Suppose they were his own pawns?

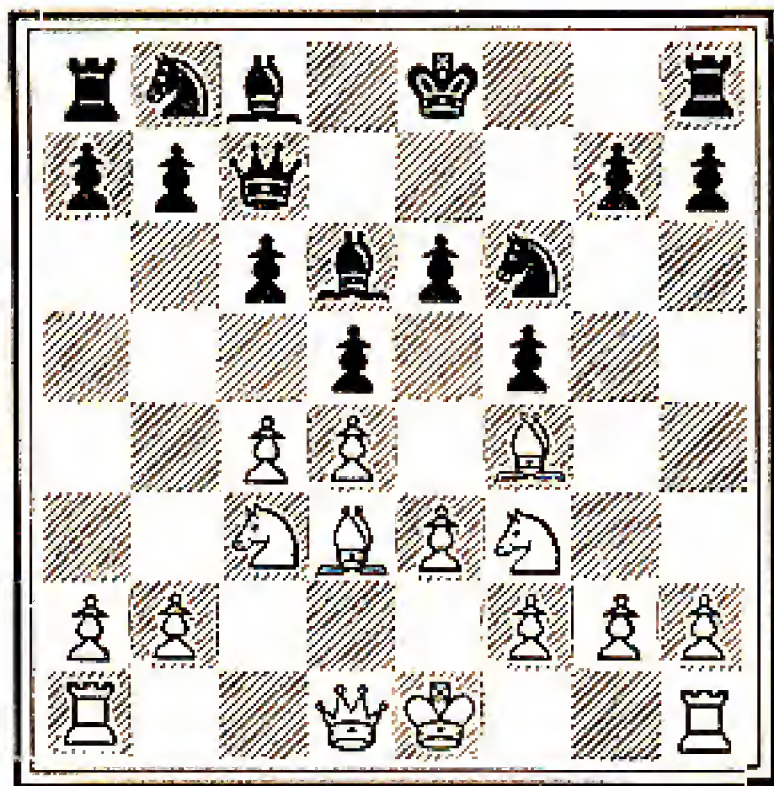


4 The Knight can still jump over them and capture the black Rook. The Knight can jump over any piece.

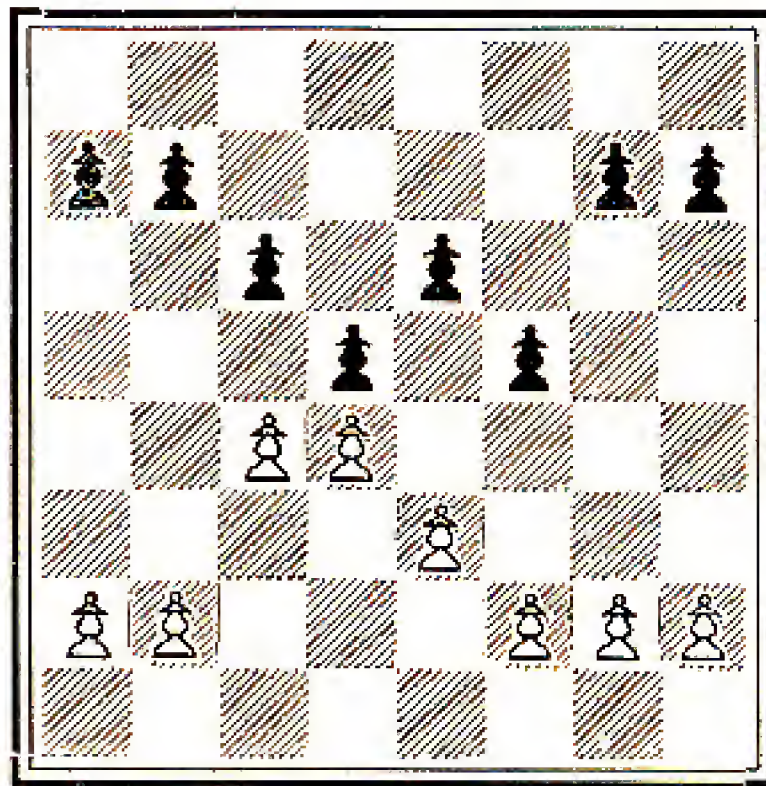


The Knight's leap forms the letter "L". He could also leap to the black square at the lower left and the leap would then be a reversed "L".

Chess Openings Made Easy



1 Should White exchange Bishops?



2 Black has weakened his Pawn position.

An Instructive Series
Explaining a Novel and
Simplified Method of
Learning and Under-
standing Opening
Technique

By

Fred Reinfeld

Part One of this Series appeared in the
February, 1943 issue.

PART TWO

The first article in this series was mainly devoted to an explanation of what makes the openings so difficult to understand. Toward the close of the article, the importance of studying the normal Pawn formation of each variation was stressed. We shall now continue along this path, giving concrete examples to show how examination of the normal Pawn formation makes it possible to foresee the coming course of a game, and consequently makes it a fairly easy task to develop one's pieces to good effect.

In Diagram 1 above we show the position reached after Black's seventh move in the game between Schlechter and John in the Barmen Tournament of 1905. What do we learn from the Pawn position? To simplify matters, let us study the Pawn position with all the pieces removed, as shown in Diagram 2.

What is at once apparent here is that Black has weakened his position seriously, irremediably. How? By placing his KBP, KP, QP and QBP on white squares. The result is that the black squares in Black's camp, being unprotected in a number of cases by the corresponding Black Pawns, are quite weak. This is particularly true of Black's K4, which has been made a hole by the advance of Black's QP and KBP. It will be White's policy to control or occupy K5, it will be Black's policy to try to prevent the occupation of this key square. Thus we see that White's KKt and QB will be occupied with control of K5, while Black's Queen, KB and QKt will fight against this tendency.

But there is more to learn from the Pawn position. Returning to Diagram 1, we note that Black's QB is badly hemmed in, and that there is no way to develop it so that it will have real scope. Why? Again, because Black has placed so many of his Pawns on white squares, taking away squares that the Bishop

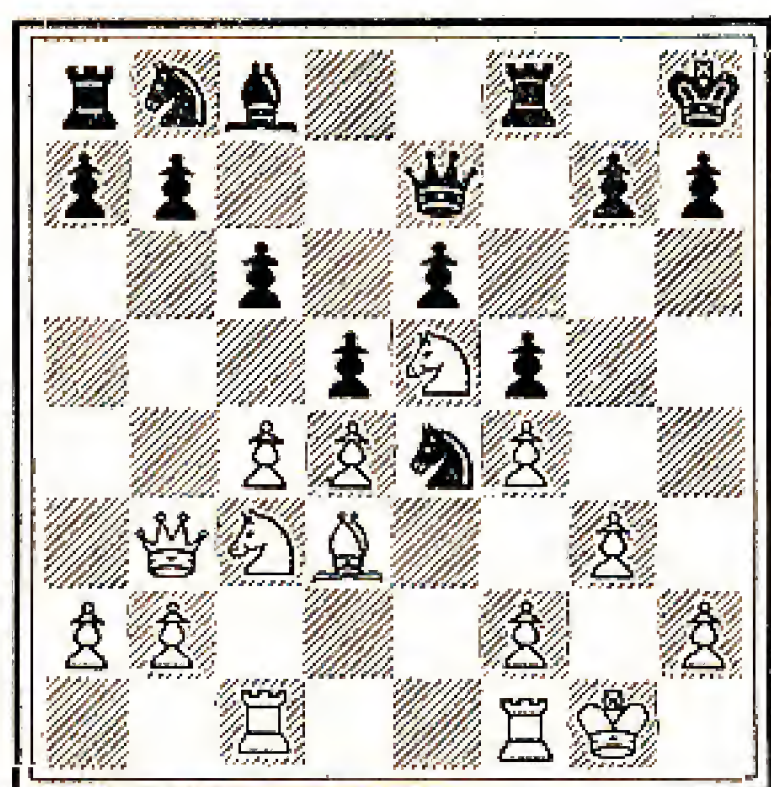
might have used. This is a mistake frequently committed by inexperienced players: they place Pawns on squares which will later make it impossible to bring out a Bishop satisfactorily. The result is that the Bishop is imprisoned throughout the game, and Black derives no benefit from the Bishop's presence on the board.

Note that White's development of his Bishops has been much more sensible. He took care to place his QB on B4 outside the string of White Pawns on black squares, so that these Pawns do not impede the mobility of the Bishop. As for the KB, it has ample scope on Q3.

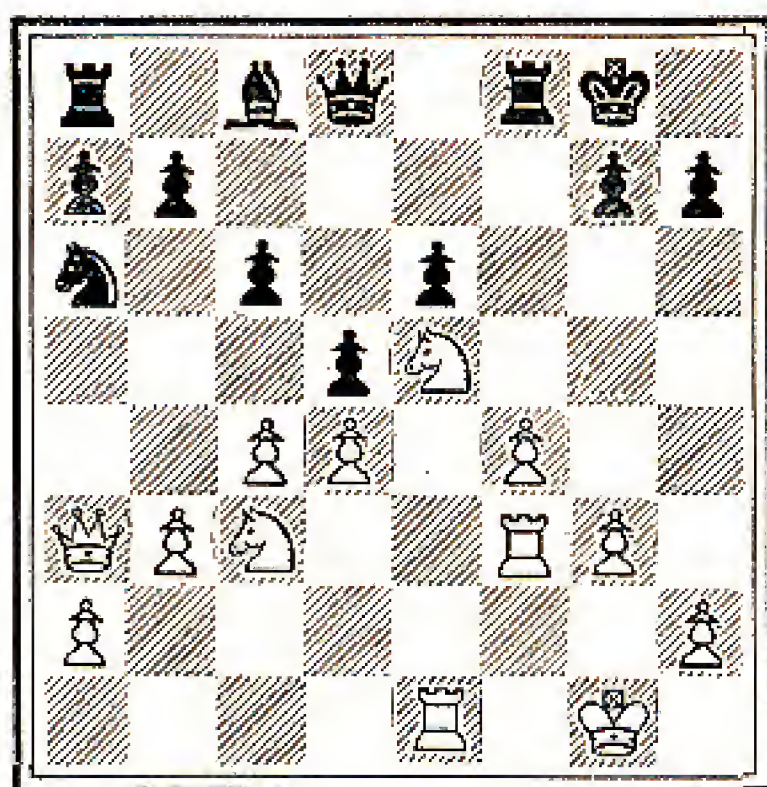
We can now see that Black's combination of . . . P-Q4 and . . . P-KB4 has been a serious mistake. But we have not yet fully explored the extent of his troubles. Note that in order to dispute the mastery of his K4 he has to oppose Bishops. But his KB, which is not hemmed in by Pawns, is his "good" Bishop. Yet the demands of the position force him to play for the exchange of his "good" Bishop, after which he will be left with the "bad" Bishop. The moral is that in chess, when you adopt a bad plan, you will often be compelled to make other bad moves later on, as a result of the original bad plan.

White's next move (see Diagram 1) is peculiar-looking at first sight: he plays 8 P-KKt3! Yet after our study of the Pawn formation and its logical consequences, the move is no riddle. Black attacks the QB twice, and most players would mechanically reply BxB or B-Kt3. But this is not good enough for Schlechter: he avoids making the exchange himself, yet he plays in such a way that if Black exchanges, White's pressure on K5 will be enhanced. Thus if 8 . . . BxB; 9 KPxB and with the coming of the KP to KB4 and the opening of the K file, it is clear that White's grip on K5 is stronger than ever. Black therefore prefers to stave off the exchange on his part as well.

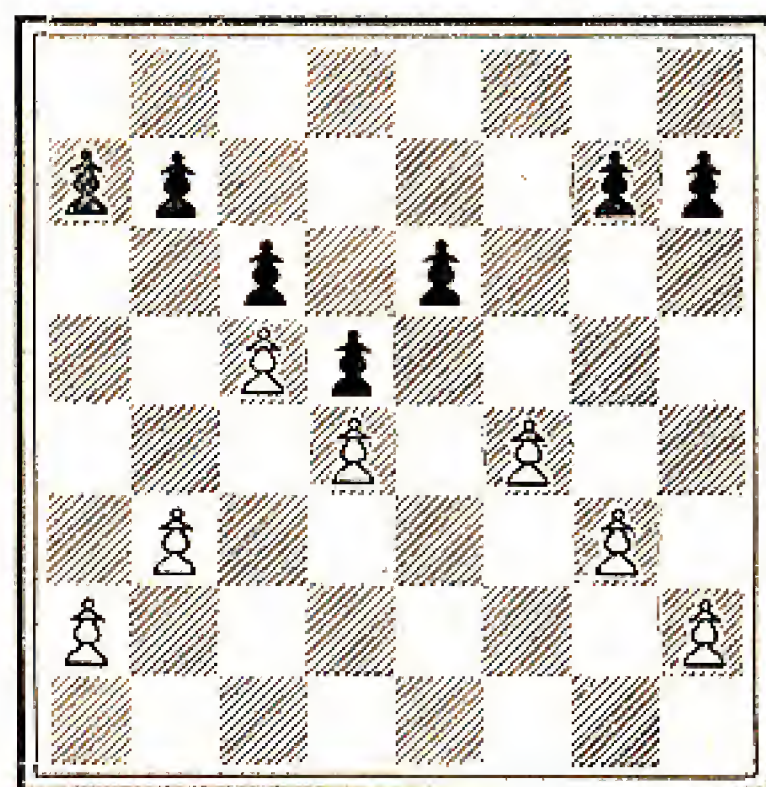
On the following pages we give positions at various later stages of the same game and explain how the plan of play is affected by the pawn formation.



3 White must meet the threat of ... Kt-Q7.



4 What is White's long-term strategic plan?



5 Pawn formation after P-B5. White's objective: P-QKt4-5.

In Diagram 3 Black threatens to win the exchange by ... Kt-Q7. Most players would parry the threat with Q-B2 or KR-K1 or the like. But Schlechter's move is very surprising: he plays BxKt!! Very curious! He closes the K file for attack on the backward KP, he eases Black's game by the exchange and he parts with a well-posted Bishop.

And yet an understanding of the value of the normal Pawn formation clears up the mystery. We know that Black's black squares are weak (because most of his Pawns are on White squares and thus command only white squares). Since Black's KB (the normal protector of the black squares), has disappeared, Black must rely on his Knights to protect the black squares. The removal of the Knight by BxKt!! is therefore quite logical.

How do we explain the blocking of the K file by the exchange, however? Very simple: after ... BPxB, White plays P-B3, forcing open the K file once more with enhanced control of K5.

Diagram 4 indicates another crucial moment. Black threatens to win a Pawn with ... PxP. White therefore plays P-B5 (leading to the Pawn position shown in Diagram 5).

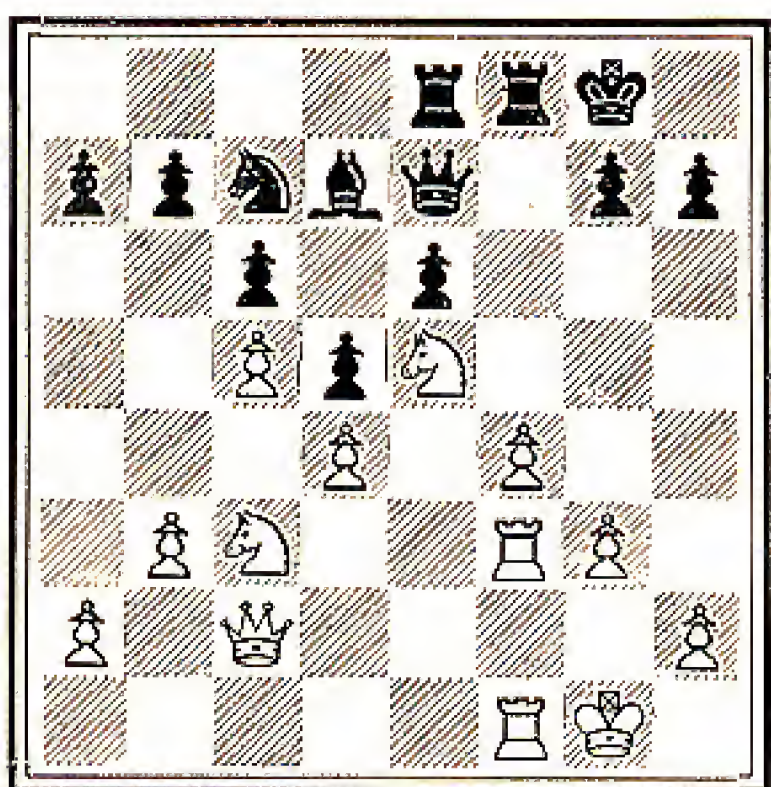
While P-B5 has a definite tactical basis, it really forms the first link in a long strategical process. Black is trussed up, but the demolition of his position will be quite a problem. White's task is to find ways of opening new lines which will make it possible to come to grips with the enemy. P-B5 suits the purpose admirably, for it prepares for the "minority attack" later made famous by Nimzovich: P-QKt4-5, opening the QKt file for an inroad into

Black's game. Here again is a valuable procedure which at once becomes apparent to one who has a knowledge of normal Pawn formations.

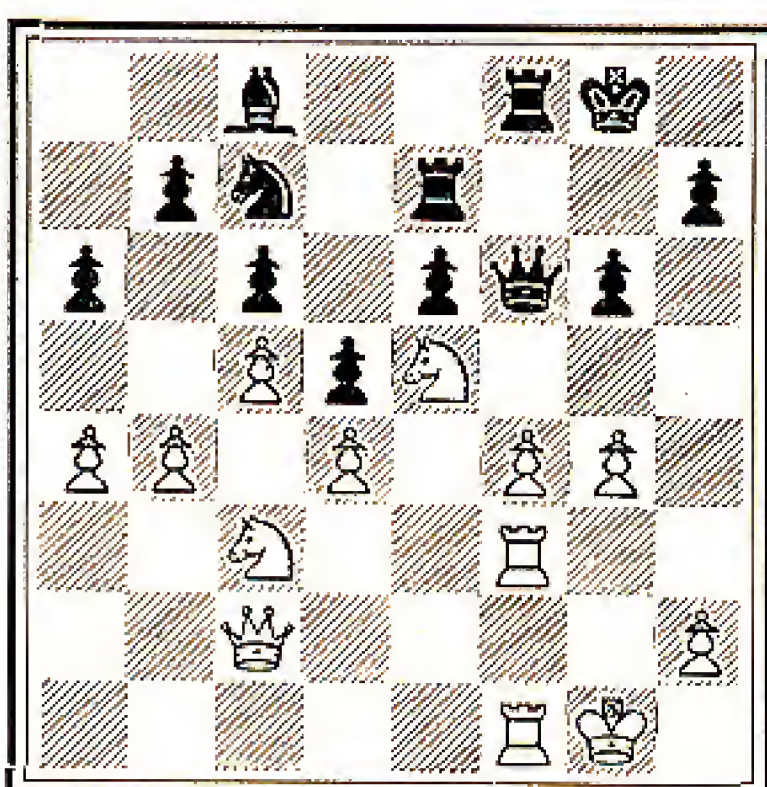
In Diagram 6 Black's position is miserable. His wretched Bishop still wanders around without any satisfactory prospects. Nevertheless, further weaknesses must be created. This explains Schlechter's next move: 24 P-KKt4! This makes R-R3 possible, forcing the necessary weakening move ... P-KKt3, and thus creating new weaknesses on Black's KB3 and KR3 (black squares!).

A few moves later we have the position of Diagram 7. We see that White has made considerable headway on both wings: he is preparing for the vital advance P-QKt5, and at the same time he keeps Black occupied with threats on the King-side. While most players would rush headlong into an immediate advance on the Queen's wing, Schlechter reasons that such an advance will be much stronger in the end-game stage. You will see later on why this is so. Meanwhile, in order to bring about advantageous exchanges, White continues with his feint attack on the King-side. His indicated procedure is obvious: to bring his QKt around to the King-side, planting it firmly on one of the badly weakened black squares. This transition leads to Diagram 8:

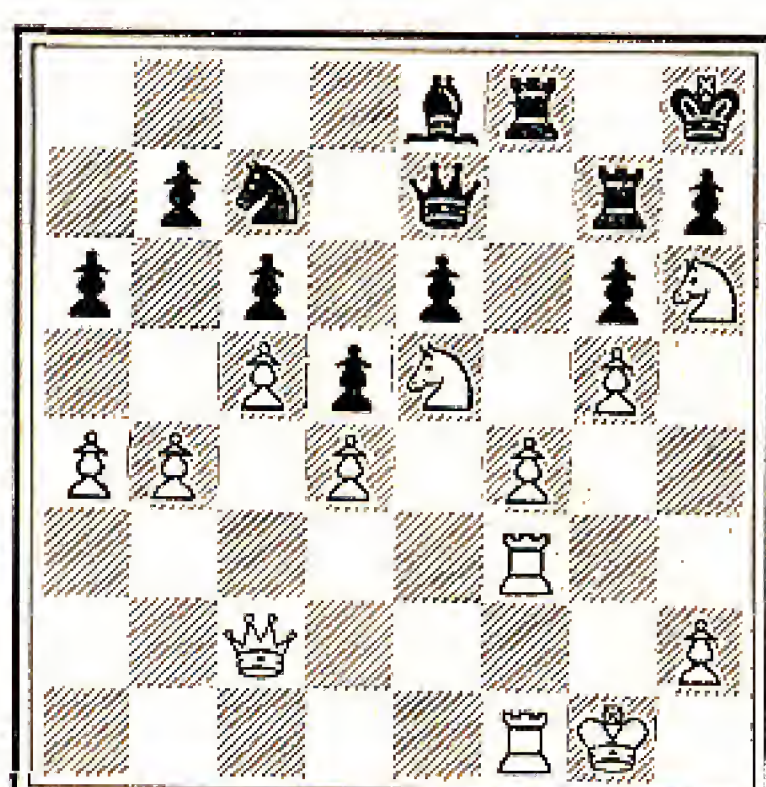
Now that White's Knights are both magnificently posted on the black squares (note how the normal Pawn formation is still the basis of White's strategy), there is still one more preparatory maneuver for White to execute: how is he to place his Queen more effectively? Again very simple: post it on one of the black squares! Therefore there follows Q-K2, Kt(5)-Kt4 and Q-K5, after which White (fin-



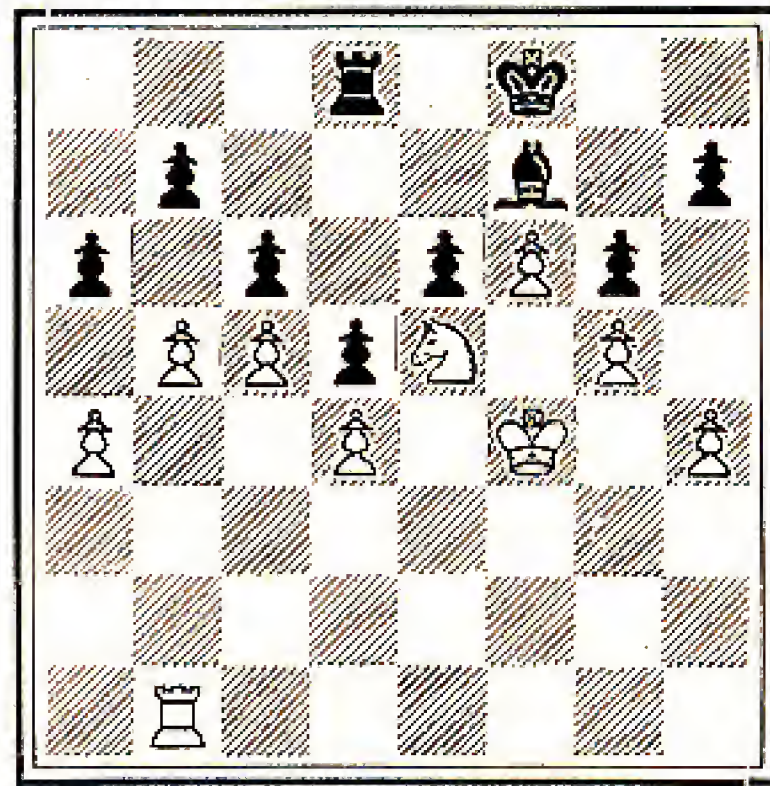
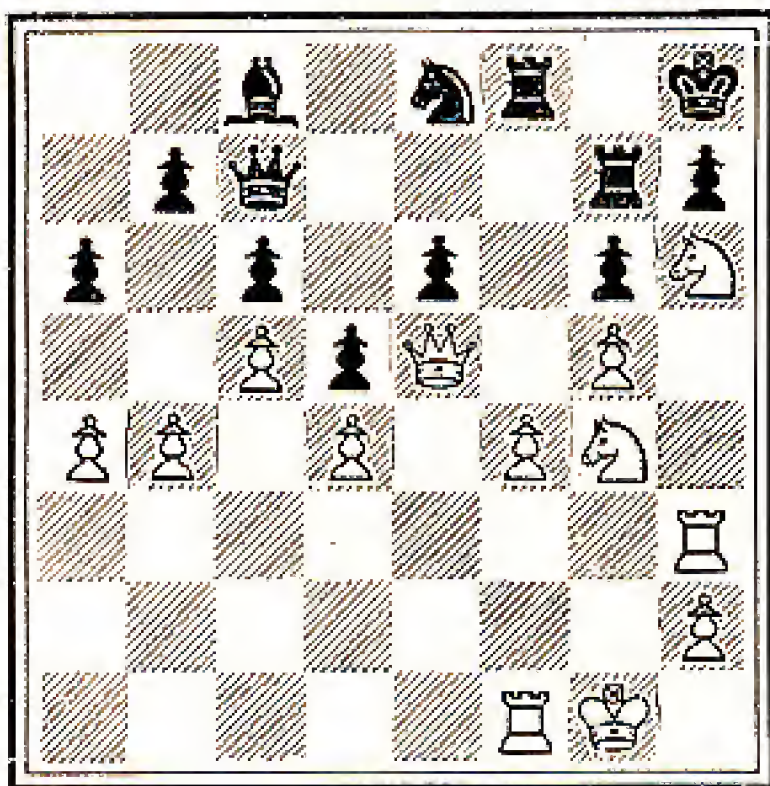
6 How does White force still another weakness in Black's game?



7 White's QKt starts a trek from QB3 to KR6.



8 How does White bring his Queen into active play?



9 White strengthens the pressure irresistibly with . . . ?

10 Black resigns—(rightly so!)

ally!) has achieved the stranglehold which he had a right to expect after the ELEVENTH move!

In the position of Diagram 9 White plays Kt-B6! and the decisive stage of the game has now been reached. Black cannot avoid the exchange of Queens (if . . . Q-Q1; KtxRP! wins. Or if . . . B-B1; Kt(6)-Kt4 again with the decisive threat of KtxRP).

The remainder of the game is so instructive that it is given in full:

38 QxQ
39 BPxQ

Pawn captures are important because they open and close files. White has opened the KB file and now threatens to win by utilizing the KB file.

39 R-K2
40 R(3)-KB3 KtxKt

Else KtxB wins a piece.

41 RxKt! RxR

Forced.

42 KPxR!

A new alteration in the Pawn position. He violates the rule of capturing toward the center and avoids KtPxR, because he wants to open up K5 for eventual occupation by his King! (still working on the black squares!).

42 R-K1
43 Kt-B7ch K-Kt1
44 Kt-K5 R-Q1
45 K-Kt2 K-B1

The wisdom of White's search for exchanges has now been demonstrated. The less pieces on the board, the more marked is the heartrending ineffectiveness of the Bishop.

46 P-R4!

One must marvel at the patience with which Schlechter postpones his preparations for P-Kt5. The text leaves a possible threat of P-KR5 hanging over Black's head . . . will White decide to break through on the King-side after all?! Note once more that it is the state of the Pawn formation which determines the possibility of opening the QKt or KR file.

46 B-K1
47 K-B3 B-B2
48 K-B4 K-K1
49 R-QKt1!

At last!

49 K-B1
50 P-Kt5! Resigns

Having awaited this stroke for 30 moves, Black gives up the fight at once! (See Diagram 10).

The Third Part of this Series will appear next month—in the April issue. Reinfeld will explain a popular variation of the Grunfeld Defense.—EDITOR.

The position is quite hopeless: 50 . . . RPxP; 51 PxP, PxP (or 51 . . . B-K1; 52 PxBP, BxP; 53 KtxB, PxKt; 54 K-K5 and White wins easily); 52 RxP and . . . R-Kt1? is impossible because of Kt-Q7ch.

Careful study of Schlechter's masterly strategy will teach the reader a great deal about the importance of the normal Pawn formation as a determining factor in planning the middle game and deciding upon feasible endgame goals. The following article of this series will illustrate the application of this method in a fashionable variation of the Gruenfeld Defense.

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Instructions

With a slip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (White's fifth).

Study the position and select Black's reply. Write down your selection. Then expose the next line and see the move Black actually made (at the left). Score par if you picked this move. If not, score zero, and make the correct Black move on your board.

Make White's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

Bogatyrtchuk played Black in this game (contested in the Moscow Championship of 1940) against Safonov.

Notes refer to Black moves.

5th: An enterprising Pawn sacrifice which gives Black good attacking chances.

9th: Very strong. If now 10 Q-Q2 (intending Kt-B3), BxKt! 11 QxB, QR-B1; 12 B-Kt3, Kt-Kt5 and wins.

10th: The proper continuation, which has been missed by some of the world's greatest analysts.

15th: Black has a lasting initiative. He threatens . . . KtxP or . . . Kt-Kt5. If 15 BxKt, PxP followed by . . . KR-Q1.

16th: Very strong, the K file is Black's highway to victory. If now 17 BxP, P-B6!! wins.

17th: So that if 18 O-O-O, RxKt! 19 QxR, R-B1ch winning the Queen.

18th: If now 19 KtxP, QxKt; 20 QxR, BxP. Or 19 BxP, QR-K1; 20 B-B3, RxBeh!!

19th: For if 20 RxP, Q-R6 wins.

20th: Threatening 21 . . . RxKt ch; 22 BxR, P-B6! 23 QxB, RxKtch; 24 K-Kt3, Q-Q6!! and with a Rook ahead, White is helpless as a babe. E.g. 25 R-QB1, P-B7ch; 26 K-Kt2 (26 K-R4, P-B8(Q)!), P-B8(Q)ch!!

21st: Leaving Black helpless, for if 22 Q-K1, RxBeh! still wins.

22nd: What a man!

The game we are publishing this month exemplifies an interesting line of play in the Gruenfeld Defense which will be treated in the next instalment of the series CHESS OPENINGS MADE EASY. Aside from its theoretical value, the game is delightful in its own right, as it is typical of the fascinating qualities of Russian chess. The winner, Bogatyrtchuk, is not one of the famous young players in which Russia abounds. In fact, Bogatyrtchuk is in his fifties. But his enterprising play might well be envied by younger men!

To make a good score on this game, you must always look for the most aggressive line at Black's disposal!

MAKE THESE OPENING MOVES

1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, P-Q4; 4 B-B4, B-Kt2.

| Black Played | Par Score | White Played | Your Selection for Black's Move | Your Score |
|----------------------|-----------|-----------------------|---------------------------------|------------|
| | | 5 P—K3 | ----- | ---- |
| 5 O—O | -----5 | 6 P x P | ----- | ---- |
| 6 Kt x P | -----2 | 7 Kt x Kt | ----- | ---- |
| 7 Q x Kt | -----1 | 8 B x P | ----- | ---- |
| 8 Kt—B3 | -----3 | 9 Kt—K2 | ----- | ---- |
| 9 B—Kt5 | -----5 | 10 P—B3 | ----- | ---- |
| 10 QB x P! | -----8 | 11 P x B | ----- | ---- |
| 11 Q x BP | -----2 | 12 R—KKt1 | ----- | ---- |
| 12 Q x P | -----2 | 13 B—B4 | ----- | ---- |
| 13 Q—K5 | -----2 | 14 B—Kt2 | ----- | ---- |
| 14 Q—B4 | -----2 | 15 Q—Q2 | ----- | ---- |
| 15 P—K4! | -----5 | 16 B x Kt | ----- | ---- |
| 16 KP x B! | -----8 | 17 B—B3 | ----- | ---- |
| 17 KR—K1! | -----6 | 18 K—B2 | ----- | ---- |
| 18 R—K6! | -----8 | 19 R—Kt4 | ----- | ---- |
| 19 QR—K1 | -----6 | 20 QR—KKt1 | ----- | ---- |
| 20 B—R3! | -----8 | 21 R—R4 | ----- | ---- |
| 21 R—Q6! | -----8 | 22 Q—Kt4 | ----- | ---- |
| 22 R x Bch! | -----8 | 23 K—K1 | ----- | ---- |
| 23 R x Ktch! | -----6 | 24 K x R | ----- | ---- |
| 24 Q—Q6ch | -----2 | 25 K—K1 | ----- | ---- |
| 25 R—K6ch | -----2 | 26 K—B2 | ----- | ---- |
| 26 Q—K7 mate | -----1 | | | |
| Total Score ----- | | Your percentage ----- | | |
| | | -----100 | | |



P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

To the family of CHESS REVIEW problem enthusiasts are being added right along men of our armed forces. The complete list appeared in a recent issue. Welcome to the newest member, Pvt. William Borowski of Camp Perry, Ohio.

Hearty congratulations to Major H. M. Berliner who was recently upped a rank. Major Berliner, in parts unknown at present, is one of our oldest subscribers and a dear personal friend of your editor. We may look forward to the uncensored post-war period when he—as well as others—is in a position to tell us about the role of chess as a diversion from total war.

* * * * *

This month's (unrationed) menu should prove to be quite palatable, for some of the finest talent, notwithstanding a composition by myself, is ably represented.

No. 2060, with a spectacular, Loydesque key, is the first contribution to this publication by J. F. Meyer, Minneapolis, Minn. It is a thoroughly delightful study.

The composer of No. 2061, featuring some tantalizing tries before the very pointed play is discovered, is well known to our problem fraternity. He is the former chess editor of the Cincinnati Enquirer.

Gamage's No. 2062 is, as usual, a masterfully accurate composition, and the same may be said to apply to No. 2063.

Gabor gives us a lot of play for our money in his No. 2064, while your editor's No. 2065 is more in the spirit of emulating the task masters of several decades ago: Black interferes on every one of the six (maximum) squares of a potential line of pin, only to invite six different mates.

Unfailing charm and grace characterize No. 2066, the work of America's greatest living composer, Otto Wurzburg, concerning whom Alain White wrote to me recently: "He is one of the greatest figures of all times, and as fresh and inspiring to-day as at any time in the past." Righto!

The British expert, C. S. Kipping, favors us with a delectable tidbit, No. 2067, concocted—we may assume—in his "spare" time. A schoolmaster by profession, he is problem editor of CHESS, editor of THE PROBLEMIST, motivating force of the British Problem Society—to mention but his outstanding activities in the problem world.

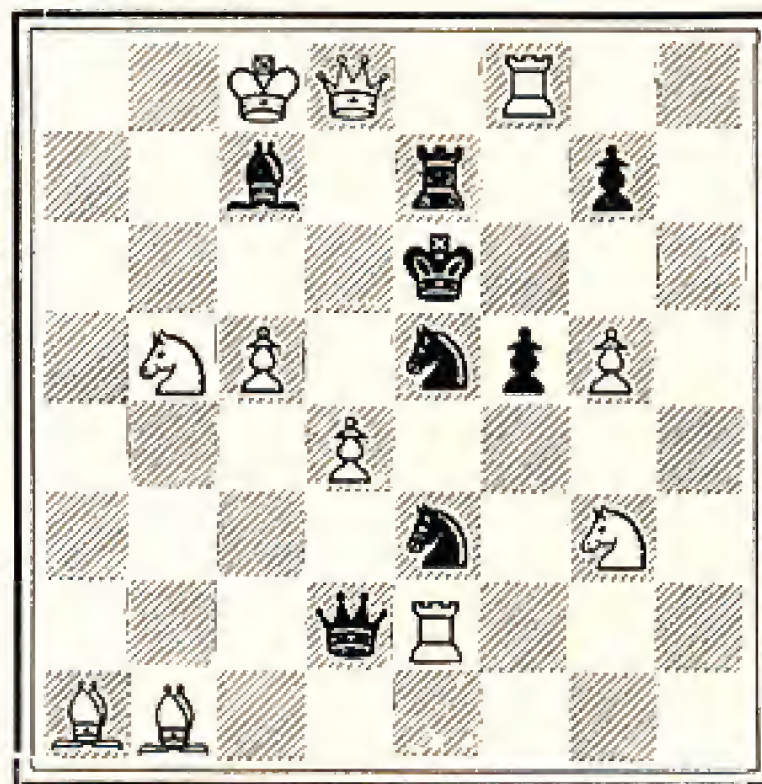
Bukofzer's White forces, in No. 2068, show splendid co-ordination in overcoming a stubborn foe. United Nations, please copy!

We begin and end with a debut. No. 2069 marks the first appearance of Weiss, who hails from Dodgertown, also known as Brooklyn. A difficult twist is symmetrically doubled.

MASTERPIECE

Presented below is a problem which, at the risk of extravagance, I consider as one of the greatest

of all time; in short, a masterpiece. It is by C. W. Sheppard who submitted it to the CHESS CORRESPONDENT, wherein it appeared in January, 1943, among other contributions in honor of Gamage's 60th birthday.



White mates in 2 moves

Let us carefully examine the position. The threat, following the key, 1 Kt-R5, is 2 Kt-B4 Mate, which is defeated when either Black Knight moves. But note that when the Black Knights move at random, there is a contingent threat (also known as a secondary threat), 2 BxP Mate. (For a more complete discussion of the contingent threat, see CHESS REVIEW, June-July, 1942.) Black, therefore, in moving either Knight, must guard against the secondary threat, and here arise 4 (!!) different, distinct variations of 4-way play, i.e., the simultaneous opening and closing of 2 White and 2 Black lines:

A. 1 . . . Kt-B7, opening the White Rook file and closing the White Bishop diagonal; opening the Black Queen diagonal, but closing the Black Queen rank which allows 2 B-R2 Mate!

B. 1 . . . Kt-Q6, opening the White Rook file (for the Black Knight at K6 becomes pinned in this and following variations) and closing the White Bishop diagonal; opening the Black Bishop diagonal, but closing the Black Queen file which allows 2 P-Q5 Mate!

C. 1 . . . Kt-Q2, opening the White Rook file and closing the White Queen file; opening the Black Bishop diagonal, but closing the Black Rook Rank which allows 2 KtxB Mate!

D. 1 . . . Kt-B2, opening one White Rook file and closing the other; opening the Black Bishop diagonal, but closing the Black Rook rank which allows 2 KtxP Mate!

This is an astoundingly complex accomplishment in a rather simple setting. About a year ago Mott-Smith and I awarded first prize in the New York Post problem contest to Simon Costikyan, who doubled 4-way play in one of his entries. In the CHESS REVIEW Loyd tourney, July, 1942, Alain White gave first prize—ex aequo—to two compositions in which 4-way play was tripled. (One of these accomplished the task by means of a promotion.) Here we have it quadrupled!!

Numerous inquiries have been received, indicating that much of the elementary phase of problems and problem terminology is somewhat of a mystery to many readers. In instituting a section for beginners, my incidental hope is that in some of our old-timers an occasional I-didn't-know-that will be evoked.

PROBLEM TERMS

Problem. A chess composition in which a given stipulation must be fulfilled—that being the solution.

Orthodox Problem. One which follows the standard rules of the game of chess; wherein White, conventionally, is called upon to mate Black in a given number of moves, against best possible defense by Black. This is also known as a direct-mate problem.

Best Defense. The application of every available resource to defeat the threatened line of play by the opposition.

Legal Position. One which could conceivably arise from the starting point of a game of chess, however incredible the arrangement of the pieces may be. (This is a standard requisite in chess problem composition.)

Illegal Position or Irreal Position. One which could under no circumstances arise from the starting point of a game of chess. For example, White Bishop on White's QR1 and White Pawn on White's QK2.

Obtrusive Piece. A Bishop, Knight, Rook or Queen, the existence of which can be accounted for by promotion, in the face of proof that it replaces a man removed from the board by capture. E. g., the presence of White's QKt and Q Pawns on their original squares, with Queen's Bishop removed from the QB1 square, is conclusive proof that the existence of a White Queen's Bishop anywhere else on board can only be accounted for by promotion. (The use of obtrusive pieces in problem composition is usually frowned upon.)

Key or Key Move. The very first move—by White, as a general rule, in direct-mate problems — which leads to the solution.

(to be continued)

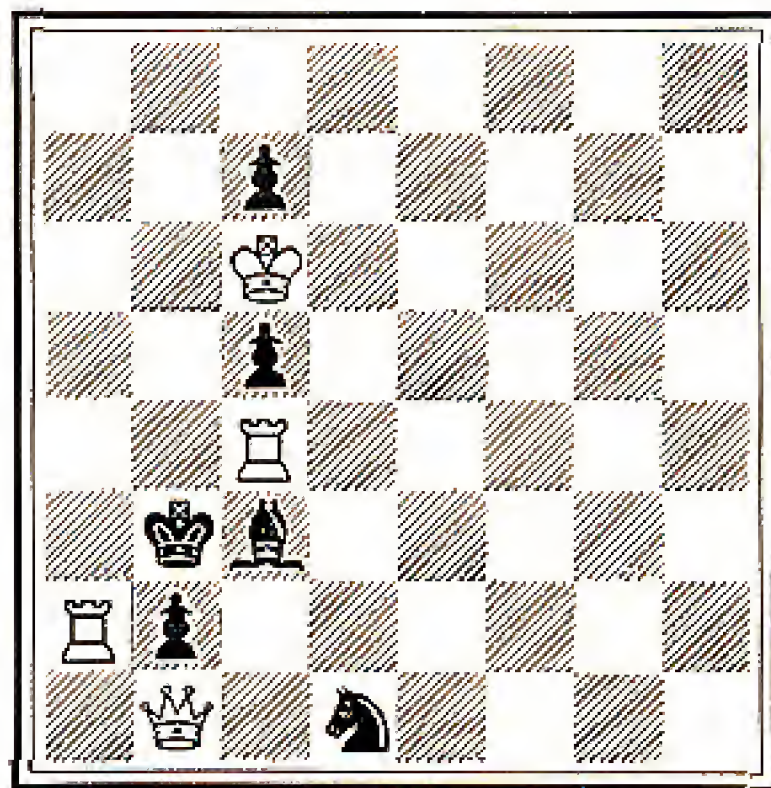
DECALET COMPOSING TOURNEY

Over 100 entries from 34 composers in 5 different countries were received in this event. Problems are in the hands of the judges and awards will be announced in an early issue.

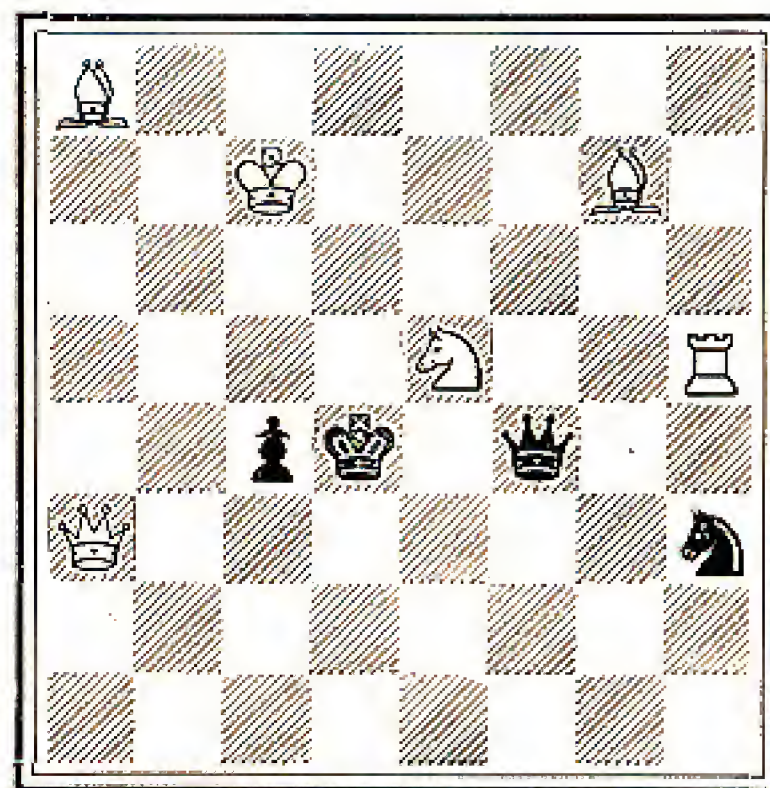
Decalets by Dr. G. Dobbs

The following six problems—all DECALETS—are selected from A CHESS SILHOUETTE, a collection of problems by the late Dr. Gilbert Dobbs. Do not peep at inverted solutions given below until after you have solved the problems. The sources:

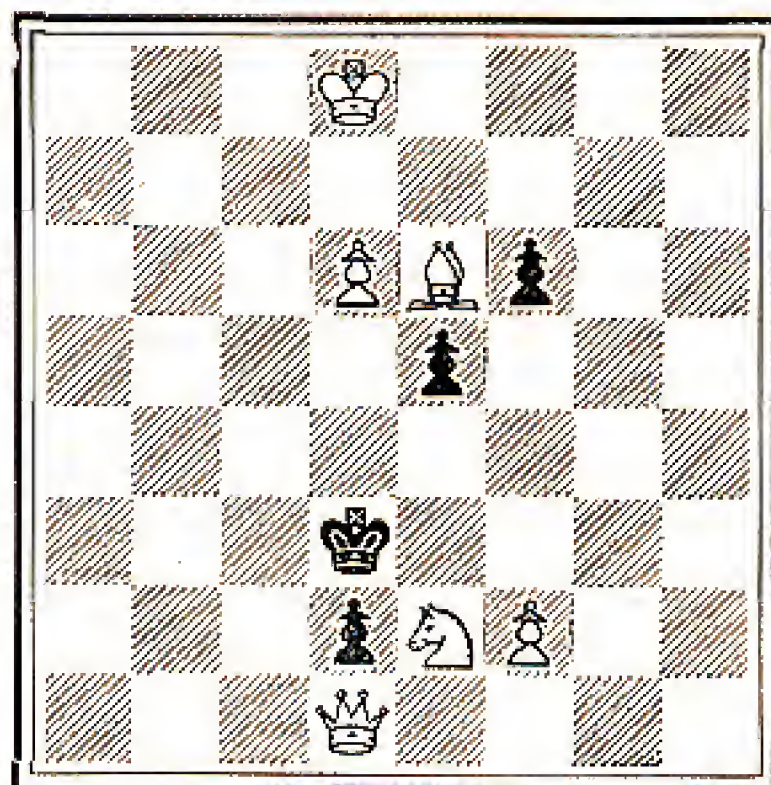
No. 1: Third Prize, Tidskrift for Schack, 1910; No. 2: Norwich Mercury, 1910; No. 3: Tidskrift for Schack, 1914; No. 4: Good Companions, 1915; No. 5: American Chess Bulletin, 1919; No. 6: Daily Courier, 1936.



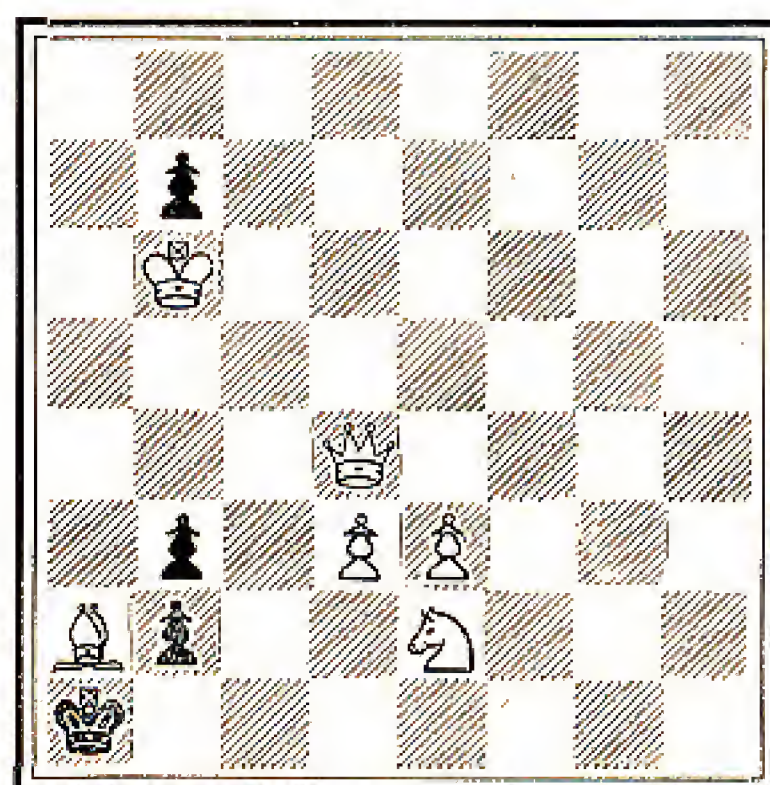
1. White Mates in 3 Moves



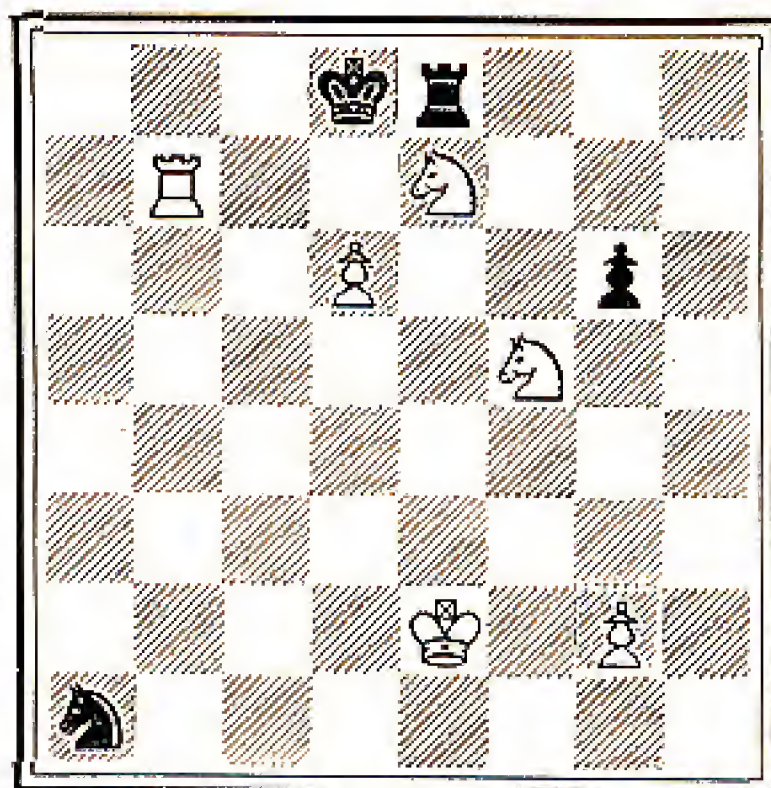
4. White Mates in 2 Moves



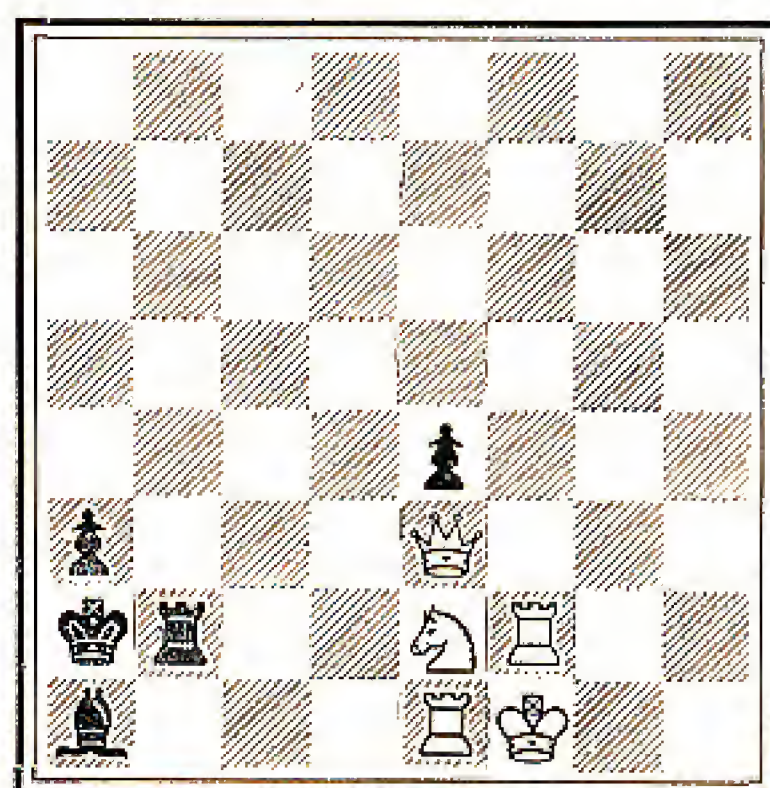
2. White Mates in 3 Moves



5. White Mates in 3 Moves



3. White Mates in 3 Moves



6. White Mates in 2 Moves

No. 1: 1 Q-Q3, KxR; 2 R-Rch, etc. 1... P-Kt8(Q); 2 R-Ktch; etc. 1... P-Kt8(Kt); 2 Q-B2ch, etc. 1... Kt-any; 2 RxBch, etc. No. 2: 1 B-Q7; P-B4; 2 B-Kt5ch, etc. 1... K-K5; 2 Q-Kt3, etc. 1... K-B5; 2 Q-B2ch, etc. No. 3: 1 K-B2, RxKt; 2 P-Rch, etc. 1... R-B1; 2 Kt-B6ch, etc. 1... R-else; P-Q7, etc. No. 4: 1 R-R6; No. 5: 1 Q-R8; PxB; 2 Kt-Q4, etc. 1... KxB; 2 Kt-B3ch, etc. No. 6: R-Kt1.

Prize Contest Problems

SOLUTIONS TO PRIZE CONTEST PROBLEMS 2060-2069 MUST BE POSTMARKED NOT LATER THAN APRIL 28, 1943. All problems are published for the first time. The composers:

- 2060—J. F. Meyer

2061—Dr. P. G. Keeney

2062—F. Gamage

2063—G. Mott-Smith

2064—Nicholas Gabor
- 2065—P. L. Rothenberg

2066—Otto Wurzburg

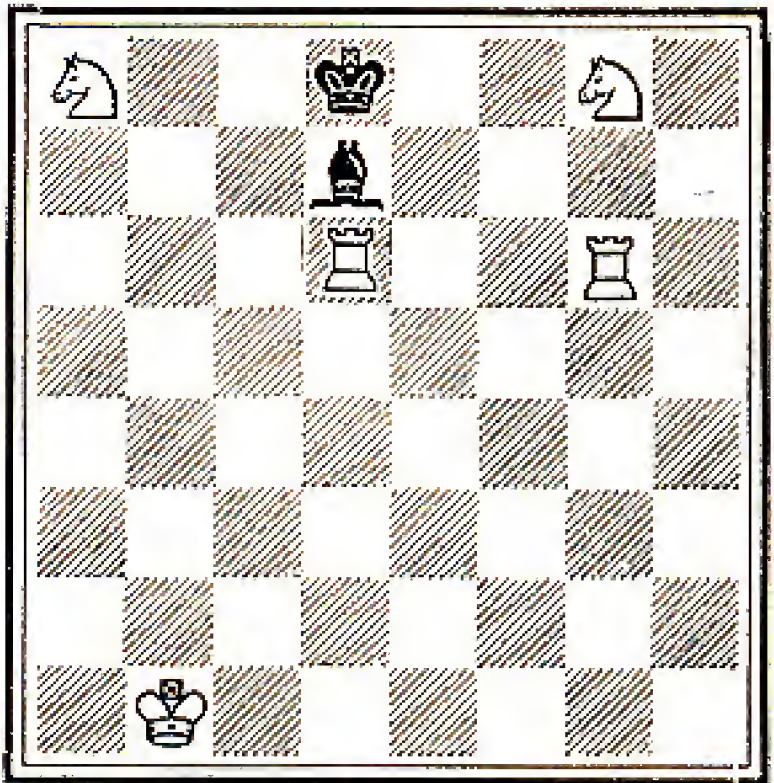
2067—C. S. Kipping

2068—Maxwell Bukofzer

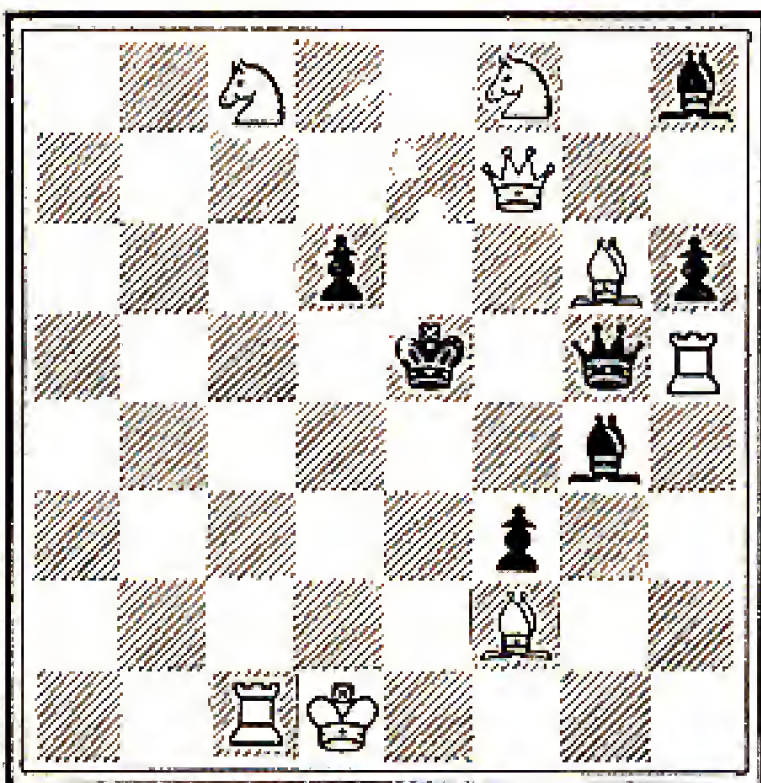
2069—Nathaniel Weiss

RULES OF CONTEST: You may enter this contest at any time. Each month, a half-year subscription to CHESS REVIEW (or extension of present subscription) is awarded to the contestant who heads the solvers' list. The winner's score is then cancelled and he starts anew. Duplicate prizes for tied scores. Submit solutions to Problem Editor before date specified. Key moves only required for direct-mate two-movers and three-movers; key moves and variations for all others. Point credits usually correspond to number of moves. Full credits for correct claims of "no solution" and for "cooks" (solutions other than composer's intention). Deductions for wrong solutions.

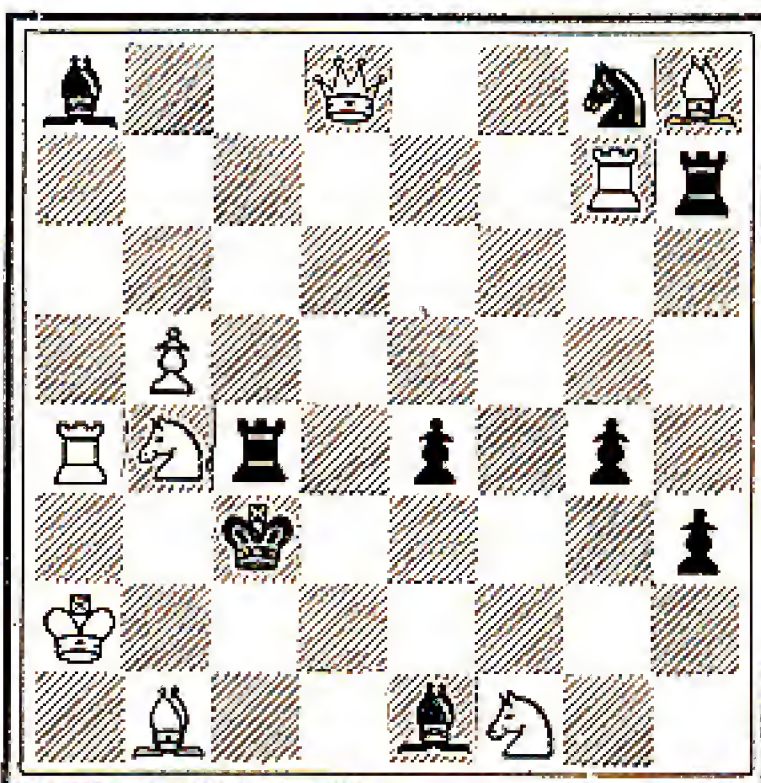
NO ENTRY FEE. THIS CONTEST IS FREE.



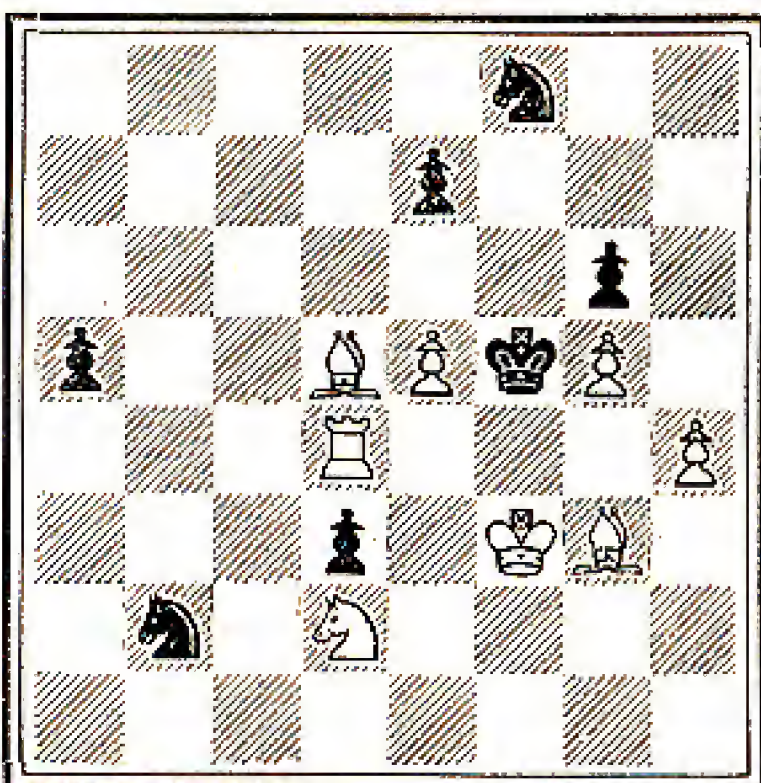
2066 Mate in 3



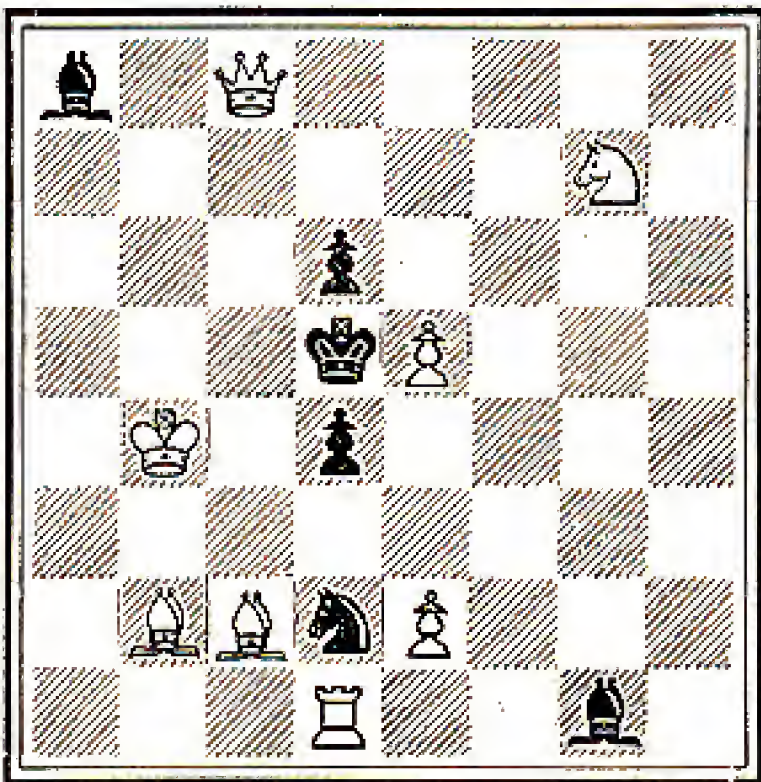
2060 Mate in 2



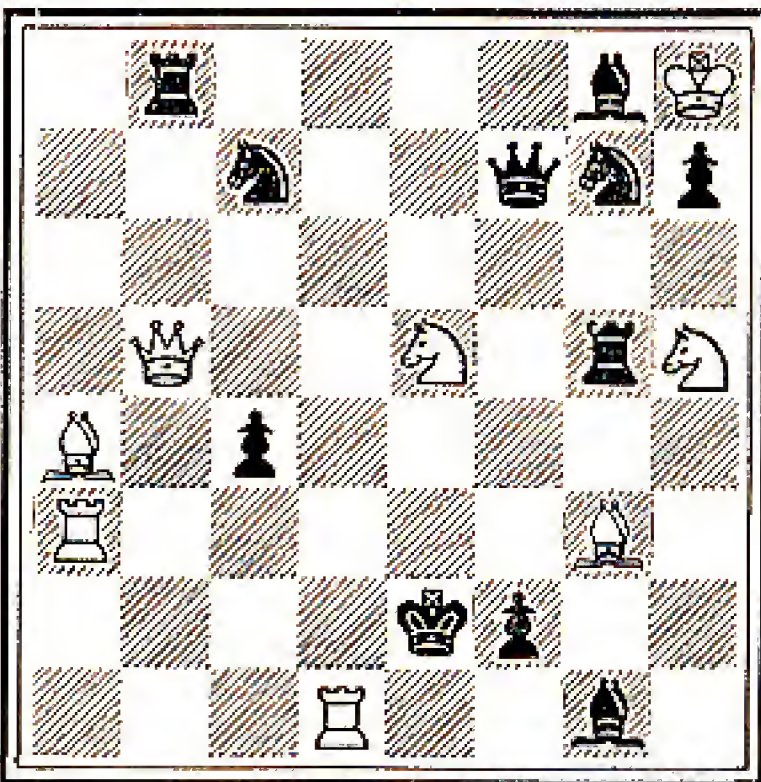
2063 Mate in 2



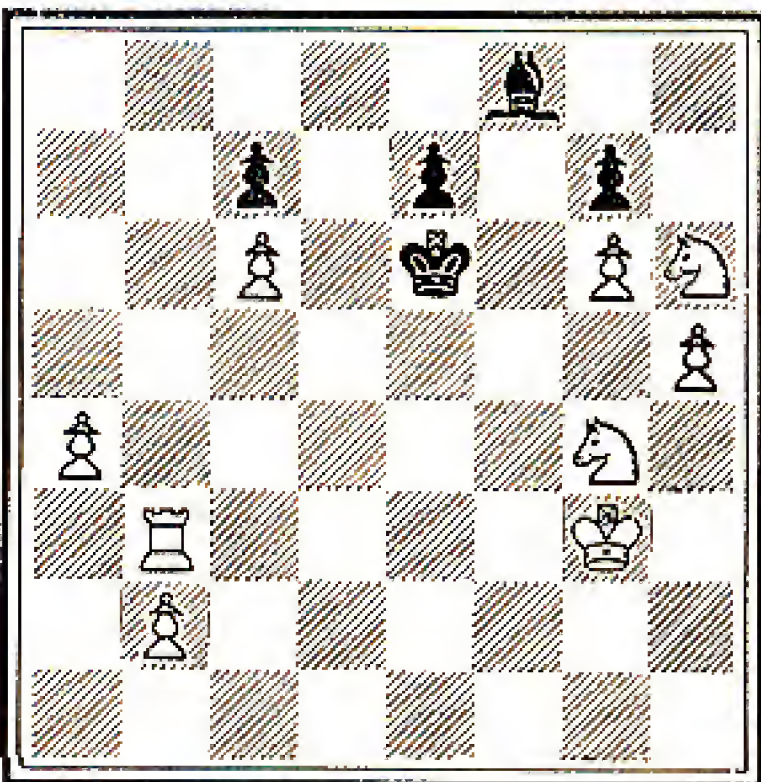
2067 Mate in 3



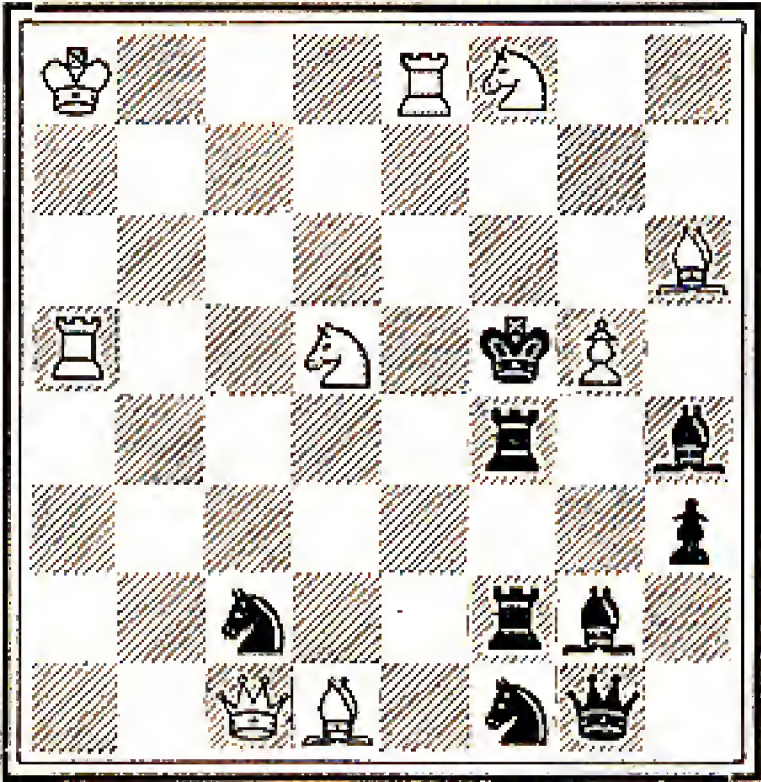
2061 Mate in 2



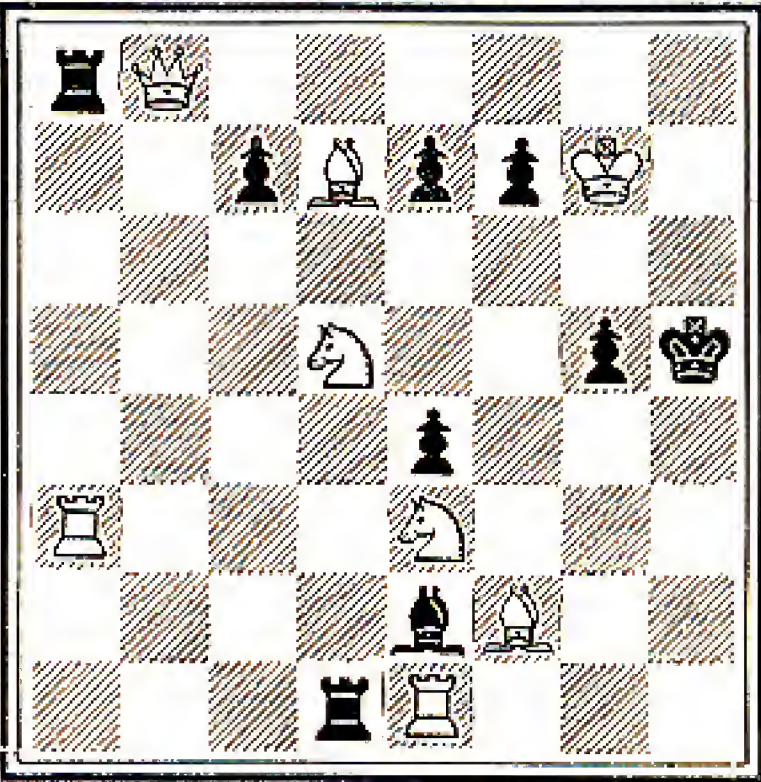
2064 Mate in 2



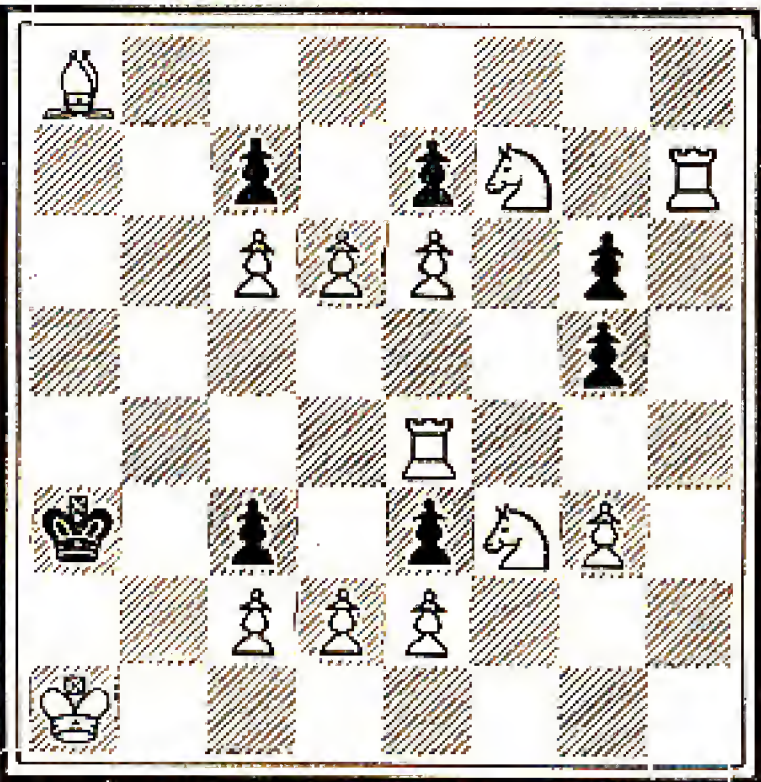
2068 Mate in 3



2062 Mate in 2



2065 Mate in 2



2069 Mate in 3

CHESS BY MAIL



RICHARD L. BROWN

We always like to hear from Richard L. Brown, Associate professor of English in Middlebury College. In most of his game reports and other communications he injects a refreshing touch of humor. Prof. Brown is one of our charter members, started in Section 5 of the 1941 tourney, is now playing in 5 sections of the 1942 and 1943 events. He writes:

"... In terms of actual chess experience I am, as most of my opponents know, very much a novice. I never played much until five years ago, and it has only been during the last two or three years that, as a reader of *CHESS REVIEW*, I have gained much idea of the scope of chess. Most of my over-the-board chess these days has to be played during my night shifts as an airplane spotter. Midnight isn't the most popular time for starting chess sessions, and I doubt if Reuben Fine would approve much of some of my moves along toward daybreak, but only a chess set could make the hours in between go as fast as they do. And, fortunately, it doesn't take much of an airplane to make itself heard above the noise of a chess game!"

With Our Postal Players

by JACK W. COLLINS
Postal Chess Editor

Of all the letters we read this month none pleased us more than one that arrived from Mr. Lewis B. Hamilton of St. Petersburg, Florida. "I am seventy-eight years old," he wrote, "but am still learning chess, as you can see by the two won games that I have mailed to you in the last four days. I am in good health and hope to yet become a good player."

Mr. Hamilton has been playing in our tournaments for a little more than two years, since Feb. 3, 1941, and is now competing in seven sections. Until lately he has been rather lenient with his opponents, but now seems to have decided it is time to be more strict, as he has just recorded two wins and improved his rating by one hundred and fifty points! One of the games he won was a long, grueling, sixty-four move struggle with Mr. S. T. Van Esen of White Plains, N. Y. It required considerable skill, care, and technique to score that win, and our nearly four score year old veteran had all of them to spare. We think Mr. Hamilton is already "a good player," and is sure to become a better player. We wish him continued success and good health.

Mr. Albert Weiss of Allentown, Pa., does not always bowl over all his opponents either, but, like Mr. Hamilton, has the right spirit and keeps on trying and learning. He wrote a short time ago: "Please enter me in one of your 1943 Class B Tournaments for Correspondence Players. I enjoyed the last tourney I was in, although I won only one game. This kind of chess teaches me to play more cautiously and also to think out the different variations and combinations. I made many good and new friends in the last correspondence tourney and hope to increase my playing strength in many more to come." We hope so too and cannot think of anything to prevent it. Three or four good books, some

over-the-board practice, love of the game, and several postal contests, is the best prescription we can concoct to make a strong player.

Another interesting letter was sent in by Mr. Edgerton M. Miller of Burbank, California. He wrote: "I have played chess for the past few years, and like many others I would rather play the royal game than do almost anything else. I do not play nearly as much as I would like since it seems difficult at times to find opponents. I imagine I would be considered a Class B player."

For some unexplainable reason I have often thought of playing postal chess but have never done so. I resolved at the beginning of the year that I was going to start playing some chess by mail. I started subscribing to the *CHESS REVIEW* and I received my first issue yesterday and to my happy surprise read about the Victory Tournament that is just getting under way. So I am writing this letter immediately and enclosing my two dollars with the hope that I can start playing some Postal Chess right away."

By this time Mr. Miller is well embarked on his Postal Chess voyage and we hope the trip brings him the same enjoyment it has brought to so many others.

Word has been received that, as it must to all men, death came to Mr. Arthur Johnson of Wadsworth, Kansas, last month. Mr. Johnson had been ill in the hospital, and had been conducting his games, in 42-C30, from there. We feel no more fitting tribute could be paid to his memory than that given by one of his fellow players, Mr. J. R. Lent, New York, N. Y., who wrote: "I suppose you know that Mr. Arthur Johnson died recently. This was most regrettable. He was the friendliest and most agreeable person I have ever corresponded with. He took such evident pleasure in his games, it is a pity he could not have lived to enjoy them. All of us in his section will miss him very much." Just a week or so after we received this letter the writer himself died suddenly in New York. We extend our condolences to the relatives and friends of Mr. Johnson and Mr. Lent.

\$300.00 in CASH Prizes

offered in our new Postal Chess

1943 VICTORY TOURNAMENT

- FIRST PRIZE**

\$100
- Second Prize**

. . \$50
- Third Prize**

. . . \$25
- 4th PRIZE

.....\$15
- 5th PRIZE

.....\$10
- 6th PRIZE

.....\$10
- 7th PRIZE

.....\$10
- 8th PRIZE

.....\$10
- 9th PRIZE

.....\$10
- 10th PRIZE

.....\$10
- Next TEN Prizes (11th to 20th)
- \$5 each

.....\$50

Additional Book Prizes

EVERY player who qualifies for the final round and finishes his playing schedule but fails to win a cash prize will be awarded a copy of the NEW \$3.00 CHESS CLASSIC "The Golden Treasury of Chess"—a big 304-page compendium containing 539 of the most brilliant games of chess ever played. (To be published early in 1943 by Horowitz and Harkness, New York).

Consolation Prizes

EVERY player who enters this tournament and finishes his playing schedule but fails to qualify for the final round will be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament where he will compete for prizes in a 7-man section.

ENTER NOW!

The pleasure and enjoyment you derive from playing chess by mail can now bring you the added thrill of competing for—perhaps winning!—one of these BIG CASH PRIZES!

Twenty (20) cash prizes, amounting to a total of \$300.00, will be awarded to the twenty players who finish with the highest scores in CHESS REVIEW's new 1943 VICTORY TOURNAMENT. The Grand First Prize is \$100.00!! Second Prize is \$50.00! Third prize is \$25.00! And there are 17 other CASH prizes, as listed on this page.

But that isn't all! Every player who qualifies for the final round and finishes his playing schedule will either win one of these 20 cash prizes or he will be awarded a big 304-page \$3.00 book entitled "The Golden Treasury of Chess," containing 539 of the most brilliant games of chess ever played.

This is one event in which everybody wins a prize of some kind. You can go after that big \$100.00 first prize, or one of the other 19 cash prizes; but, if you don't succeed, you will have an opportunity to win a \$3.00 book prize. (We estimate that at least one-fourth of all entries will reach the final round and win a cash or book prize!)

Even if you fail to qualify for the finals, you will then be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament, where you will compete for prizes in a 7-man section.

Anybody can enter this tournament. It doesn't matter whether you have played postal chess before or not. Now is a good time to start. Complete instructions, explaining how chess is played by mail, will be sent to all new entries, together with our Rules of Postal Chess.

Read the Tournament Rules on the next page and then fill in and mail the entry form below, or a copy of it, to CHESS REVIEW, 250 West 57th Street, New York, N. Y.

CHESS REVIEW, Postal Chess Dept.,
250 West 57th St., New York, N. Y.

**ENTRY
FORM**

I enclose \$----- Enter my name in -----
section(s) of your 1943 VICTORY TOURNAMENT.
The amount enclosed covers the entry fee of \$2 per
section.

New players only: Please fill in line below in order
that we may include your name in our list of Postal
Chess Ratings.

I consider myself a Class.....(A, B or C) player.

Name -----

Address -----

City ----- State -----

PRIZE-WINNERS THIS MONTH

| Sec. | Player | Prize | Score |
|--------|---------------------|-------|-------|
| 42-C3 | L. Borker ----- | 1 | 5 -1 |
| 42-C11 | F. Yerhoff ----- | 1 | 5½- ½ |
| 42-C13 | W. J. Wallace ----- | 1 | 6 -0 |
| 42-S2 | L. Borker ----- | 1 | 5½- ½ |

TOURNAMENT NOTES

At the time of writing, 154 entries in 22 sections have been started in the Victory Tournament. Applications are still coming in at a fast rate and we can usually form sections within a few days. We are grouping entries geographically which speeds up the play. So far, we have announced no closing date as we want to give everybody an opportunity to compete in this event—but don't delay too long; unlike our regular Class Tournament, open all year, entries to the Victory Tourney will not be accepted after a definite date, to be announced soon.

Recently we were asked if the tournaments were open to everyone or just to subscribers to CHESS REVIEW. They are open to everyone, subscriber and non-subscriber, old and young, expert and tyro. The only qualifications are that you pay your entrance fee, abide by the rules, and have a real liking for the game. Meet those requirements and you will be more than welcome in the circle of CHESS REVIEW Postal Chess Players.

1943 CLASS TOURNAMENT

You can join this tourney at any time. You will be grouped with six others of about THE SAME PLAYING STRENGTH AS YOURSELF. Sections are continually being formed. If you have not played in our tourneys before, please specify whether you consider yourself a Class A, Class B, or Class C player.

Prizes in Each Section: Credits of \$4, \$2 and \$1 to the first, second and third place winners respectively. These credits may be used to purchase chess books or equipment. Entry fee is \$1. You may enter as many sections as you please at \$1 each.

CHESS REVIEW

Postal Chess Department

250 WEST 57th STREET : NEW YORK, N. Y.

POSTAL CHESS EQUIPMENT

Chess by Mail Post Cards: Use these especially printed cards for mailing moves and avoid mistakes. New design just out! Address and diagram blank on one side, ruled box for moves and space for comments on other side.

100 for 75c — 300 for \$2

Game Score Sheets: Pad of 100 sheets, 6" x 11", ruled for 60 moves -----50c each

Loose-Leaf Game Score Book: High quality loose-leaf binder with 50 game score sheets. Handy pocket size 4¼" x 6½". Sheets 3½" x 6" ruled for 60 moves. Diagram blank on back of each sheet. Complete -----\$1.00
(Refill sheets — 75c per 100)

Order from

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250 West 57th Street

New York, N. Y.

VICTORY TOURNAMENT RULES

1. Two qualifying rounds and one final round will be played in CHESS REVIEW'S 1943 Victory Tournament. In all three rounds, contestants will compete in sections consisting of seven players. Each contestant in a section will play one game with each of his six opponents (3 games with White, 3 with Black). To expedite play, every effort will be made to group players by geographical location.

2. All contestants in the preliminary round who score 3½ or more game points will qualify to play in the semi-final round; and all semi-finalists who score 3½ or more game points in the semi-final round will qualify to play in the final round. (In each case, players who score 3½ points will immediately be grouped in sections with other qualifiers so that play in the three rounds will overlap to some extent).

3. In the event that additional players are required to complete the last sections formed in the semi-final and final rounds, these players (from one to six in each case) will be selected from among those who scored 3 points in the previous round and in the order of their CHESS REVIEW Postal Chess Ratings at the time these final sections are made up.

4. Except as provided in Rule 3, players who score less than 3½ points in the preliminary round and qualified semi-finalists who score less than 3½ points in the semi-final round will not be eligible for the announced cash and book prizes. However, each of these eliminated contestants will become eligible to play in one section of CHESS REVIEW'S regular Postal Chess Class Tournament, without payment of any additional entry fee, provided the contestant has continued and finished all his scheduled games in the 1943 Victory Tournament.

5. A First Prize of \$100.00 and 19 other cash prizes will be awarded by CHESS REVIEW in accordance with the published schedule of prizes to those 20 qualified finalists who achieve the highest total scores in the three rounds of the tournament. In addition, every qualified finalist who finishes his playing schedule in all three rounds, and who fails to win a cash prize, will be awarded a \$3.00 book prize, as announced in the published schedule of prizes.

6. When computing the total scores of qualified finalists to determine the distribution of prizes, each game won in the preliminary round will be scored as 1 point; each game won in the semi-final round will be scored as 2.2 points; each game won in the final round will be scored as 4.5 points. A drawn game will be scored as half these respective amounts. (This weighting system is adopted to provide for the fact that game points in the three rounds are scored against progressively stronger players. Moreover, the weighting system will practically eliminate ties in the final standings.)

7. No contestant may win more than one prize and no prize will be divided. In the case of ties, if 2 or more finalists tie for first place, achieving the same total score as computed in rule 6, then the first 2 or more prizes will be reserved for those finalists and the prizes will be awarded in accordance with the scores achieved by them in a tie-breaking round-robin contest in which each contestant will play two games with every other contestant. Similarly, ties for any other cash prizes will be broken in the same manner. Any ties which may develop in the tie-breaking contests will be broken under the Sonneborn-Berger system.

8. The entry fee is \$2. No additional fee is charged for semi-final or final rounds. A contestant may enter up to five (but not more than five) preliminary sections upon payment of the entry fee of \$2.00 per section. Multiple entries by one person will compete and qualify as though made by separate individuals. However, as no contestant may win more than one prize, a player who qualifies for more than one section of the final round will be awarded his book or cash prize on the basis of the total score achieved by only one of his multiple entries. (The entry making the highest total will be taken.) Multiple entries will always be placed in different sections of each round. A free entry into the Class Tournament will be given for each entry in which the contestant fails to qualify for the final round.

9. This tournament will be played under CHESS REVIEW'S official Rules and Regulations of Postal Chess with certain amendments and additions. A copy of the Official Rules and special playing rules which apply only to this tournament will be mailed to each entry, or to any prospective entry upon request.

10. Upon entering, each contestant agrees that the decision of CHESS REVIEW and its Postal Chess Editor in all matters affecting the conduct of the tournament, including the acceptance and classification of entries, the adjudication of games, the award or refusal of forfeit claims, the distribution of prizes, and all interpretations of the rules and regulations, shall be final and conclusive.

POSTAL CHESS GAMES OF THE MONTH

(Notes by Jack W. Collins)

RUY LOPEZ

B. E. Winslow

J. E. Wolf

White

Black

- | | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |
| 5 O-O | B-K2 |
| 6 R-K1 | P-QKt4 |
| 7 B-Kt3 | P-Q3 |
| 8 P-B3 | Kt-QR4 |
| 9 B-B2 | P-B4 |
| 10 P-Q4 | Q-B2 |
| 11 P-Q5 | |

11 P-KR3, to prevent the pin, is superior.

- | | | | |
|-----------|--------|----------|---------|
| 11 | B-Kt5 | 17 P-KR3 | BxKt |
| 12 Q-Q3 | P-B5 | 18 QxB | Kt-K1 |
| 13 Q-K3 | O-O | 19 B-R6 | Kt-KKt2 |
| 14 QKt-Q2 | Kt-Kt2 | 20 R-K3 | Q-Q1 |
| 15 Kt-B1 | Kt-B4 | 21 Q-Kt4 | KtxP! |
| 16 Kt-Kt3 | P-Kt3 | | |

Wins a pawn and starts White going downhill. If 22 BxQKt, P-B4; 23 KtxP, RxKt!; 24 BxR, KtxB; wins.

- | | | | |
|----------|-------|---------|-------|
| 22 BxKKt | P-B4 | 25 K-R2 | B-Kt4 |
| 23 Q-K2 | KtxKt | 26 R-B3 | P-K5 |
| 24 PxKt | KxB | 27 R-B2 | |

This awkward fellow has been out of step for eight blocks.

- | | | | |
|---------|---------|----------|--------|
| 27 | Q-K2 | 33 K-R2 | QxRch |
| 28 R-Q1 | Q-K4 | 34 QxQ | RxQ |
| 29 P-R3 | B-R5! | 35 K-Kt3 | QR-KB1 |
| 30 Q-K3 | P-B5! | 36 R-K1 | R-B7 |
| 31 RxP | BxPch | Resigns | |
| 32 KxB | Q-Kt4ch | | |

White's queen-side is lost. A well played game on Mr. Wolf's part.

QUEEN'S GAMBIT DECLINED

W. J. Treiber

H. F. Kasper

White

Black

- | | |
|---------|--------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | Kt-KB3 |

Inexact. White could now secure an advantage by 3 PxP, KtxP; 4 Kt-KB3, B-B4; 5 P-K3, Kt-QB3; 6 QKt-Q2, Kt-Kt3; 7 P-K4, B-Kt3; 8 P-Q5, etc.

- | | | | |
|----------|--------|----------|------------|
| 3 Kt-QB3 | P-K3 | 10 P-B5 | Q-B2 |
| 4 B-Kt5 | B-K2 | 11 B-Q3 | P-K4 |
| 5 P-K3 | QKt-Q2 | 12 PxP | KtxKP |
| 6 Q-B2 | P-B3 | 13 Kt-Q4 | B-Q2 |
| 7 Kt-B3 | Q-B2 | 14 O-O | Kt(K4)-Kt5 |
| 8 B-B4 | B-Q3 | 15 P-B4 | O-O-O |
| 9 BxB | QxB | | |

Mobilization completed, offensives begin. Here 15 ... KtxKP?; loses a piece after 16 QR-K1.

- | | | | |
|----------|--------|-----------|---------|
| 16 QR-K1 | P-KKt3 | 18 P-QKt4 | P-R3 |
| 17 P-KR3 | Kt-R3 | 19 P-QR4 | P-QKt4? |

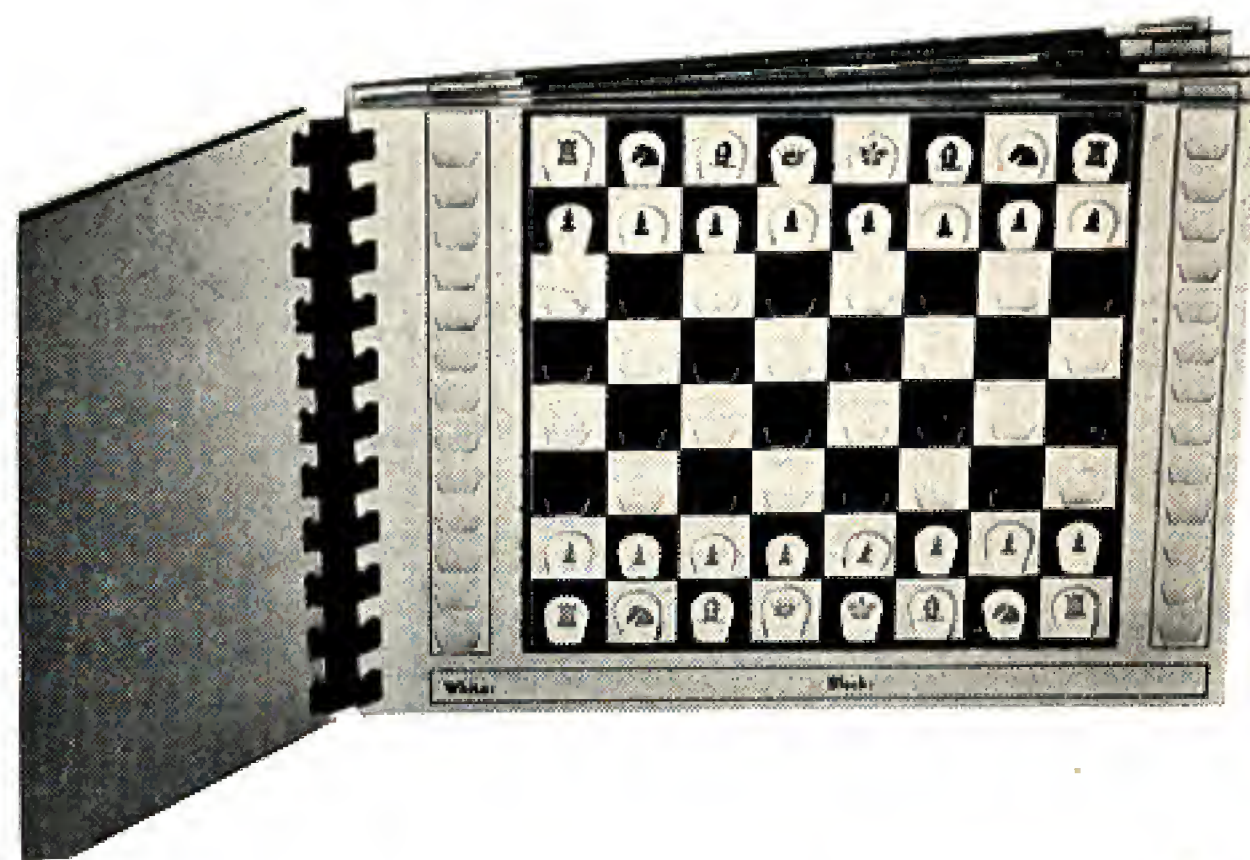
Simplifies White's tasks. 19 ... Kt-R4; and 20 ... P-B4; offered brighter prospects.

- | | | | |
|-------------|-------|-----------|------|
| 20 PxP e.p. | QxKtP | 23 R-Kt1 | Q-B4 |
| 21 P-Kt5 | P-R4 | 24 B-R6ch | K-Q2 |
| 22 PxP | BxBP | 25 KtxB | KxKt |

Not 25 ... QxPch; 26 K-R1, KxKt; 27 Kt-K4ch and wins.

- | | | | |
|------------|--------|-----------|---------|
| 26 R-Kt5 | QxPch | 30 Q-B7ch | K-K3 |
| 27 K-R1 | K-Q3 | 31 Q-K7ch | K-B4 |
| 28 R-Kt7 | Kt-K5? | 32 B-Q3! | Resigns |
| 29 KtxKtch | QxKt | | |

Mate cannot be avoided. A sharp encounter.



New!

Better!

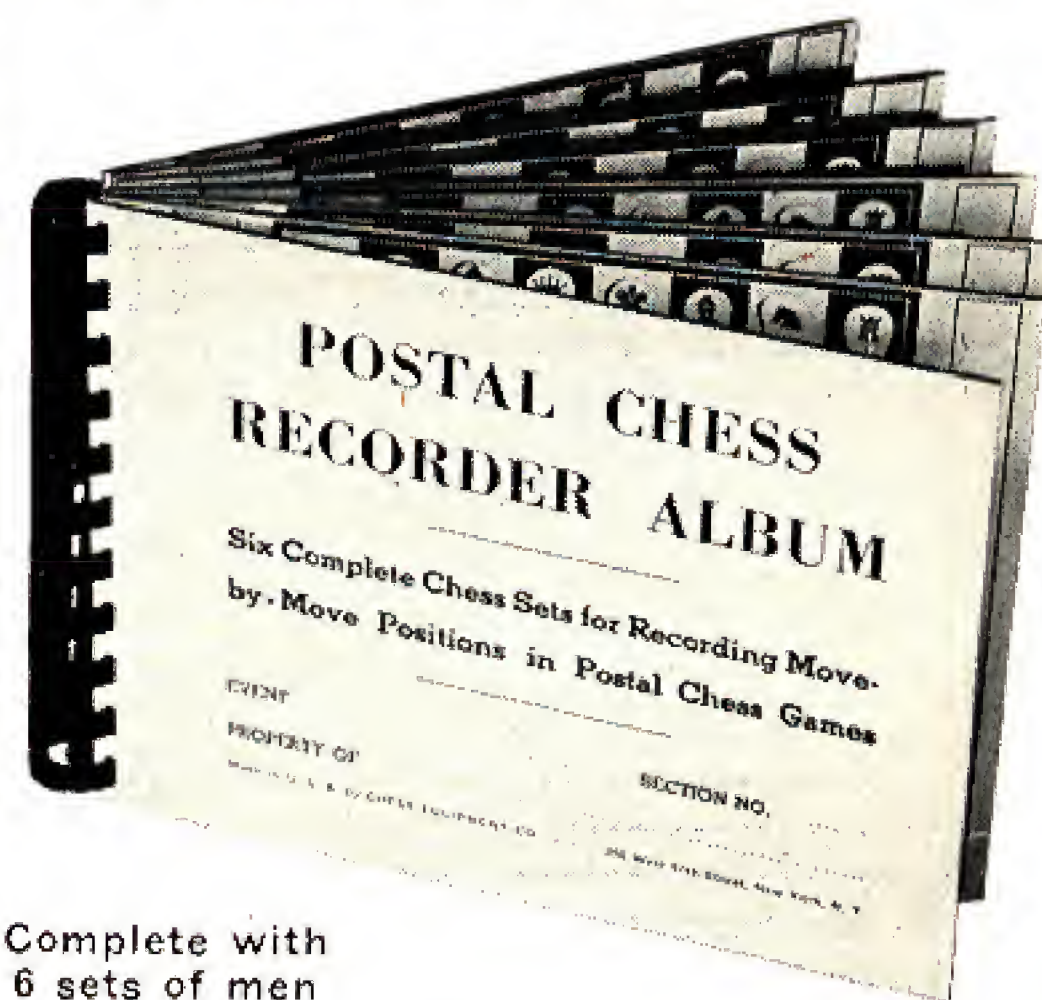
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Each recorder measures 7½" x 5¾". The chessboard (5" x 5") is printed on smooth, buff board. A heavy separator between the front and back surfaces holds the recorder rigid and permits the pieces to slip easily into the slots on each square. Once inserted, the men are held in place by sufficient pressure to prevent them from falling out. The pieces are made of a tough jute tag material which will give long service.

(Extra men are only 10c per set!)

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Complete with
6 sets of men

\$1.50

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250 W. 57th St., New York

Postal Chess Ratings, Game Reports

Due to the great increase in the number of Postal Chess Players, we no longer have available space to publish the ratings of all players every month. This will be done about every six months. In the meantime, we shall print only: 1. Changes in the ratings of all old players; 2. The initial ratings of all new players.

Changed Ratings

CLASS A

| | |
|--------------------------|------|
| Arons, G. | 1186 |
| Benjamin, S. J. | 1246 |
| Borker, L. | 1416 |
| Brown, R. L. | 1192 |
| Ceruzzi, A. | 1252 |
| Charosh, M. | 1176 |
| Engskov, G. | 1158 |
| Fenley, C. M. | 1290 |
| Herzberger, Dr. M. | 1280 |
| Hogan, Dr. J. G. | 1180 |
| Kaplan, B. | 1136 |
| Kemble, Capt. R. P. | 1312 |
| Kirkegaard, Rev. M. | 1110 |
| Levene, Lt. B. F. | 1226 |
| Linder, A. | 1146 |
| Paul, Dr. B. | 1228 |
| Reichenbach, H. | 1294 |
| Rivise, I. | 1112 |
| Rozsa, B. | 1168 |
| Shapiro, M. | 1168 |
| Shephard, Dr. H. C. | 1118 |
| Treiber, W. J. | 1132 |
| Vichules, L. P. | 1156 |
| Wallace, W. J. | 1190 |
| Verhoff, F. | 1194 |

CLASS B

| | |
|-------------------------|------|
| Allison, M. H. Sr. | 1028 |
| Albrecht, J. J. | 1006 |
| Astrab, S. | 946 |
| Boggis, A. | 1064 |
| Brandstrom, B. | 1074 |
| Chase, G. F. | 1000 |
| Chauvenet, L. R. | 1074 |
| Clausen, R. H. | 936 |
| Davie, J. | 900 |
| Elsman, J. | 996 |
| Farnum, S. E. | 940 |
| Fenley, Mrs. W. R. | 1070 |
| Gleason, R. | 908 |
| Hadden, A. | 968 |
| Hall, R. C. | 982 |
| Henry, L. L. | 904 |
| Higgins, L. R. | 960 |
| Hoehn, A. | 992 |
| Holiff, J. | 1074 |
| Hallager, W. | 918 |
| Humphrey, A. B. | 900 |
| Jacobs, M. | 986 |
| Kasper, H. F. | 992 |
| Kelsey, R. M. | 1028 |

| | |
|--------------------------|------|
| Kibbey, G. | 922 |
| King, G. M. | 1046 |
| Kingsland-Smith, F. | 932 |
| McCullough, F. V. | 904 |
| Nicholson, W. | 1052 |
| Peters, W. O. | 1091 |
| Pratt, M. U. | 1018 |
| Read, H. L. | 1070 |
| Robinson, N. | 986 |
| Rockel, R. S. | 1050 |
| Rothman, A. | 966 |
| Russ, N. | 1096 |
| Schiller, Pvt. B. | 1088 |
| Spurr, S. H. | 1068 |
| Skehan, Rev. P. C. | 1050 |
| Steinmeyer, R. | 1046 |
| Talmadge, T. | 1046 |
| Turner, A. | 950 |
| Upham, R. | 1004 |
| Warren, J. G. | 932 |
| Weiss, Adolph | 972 |
| Wolf, J. E. | 1070 |
| Wright, C. F. | 1042 |
| Yavorsky, A. | 998 |

CLASS C

| | |
|--------------------------|-----|
| Benardete, J. | 882 |
| Briggs, A. | 720 |
| Brown, M. | 872 |
| Cabot, F. 3rd | 884 |
| De Frank, J. | 806 |
| Dishaw, O. W. | 742 |
| Eichorn, J. | 896 |
| Flaherty, H. E. | 890 |
| Grande, R. D. | 758 |
| Hamilton, L. B. | 656 |
| Hays, R. W. | 822 |
| Heisey, H. C. | 754 |
| Henry, F. L. | 826 |
| Hewitt, Cadet C. C. | 886 |
| Leigh, A. J. | 894 |
| March, F. C. | 894 |
| Moore, Dr. F. | 848 |
| Morrison, G. L. | 820 |
| Nyland, G. | 756 |
| Plasterer, R. N. | 800 |
| Powell, J. M. | 728 |
| Schaeffer, F. G. | 774 |
| Stauffer, D. | 864 |
| Van Esen, S. T. | 700 |
| Wainess, D. | 880 |
| Winslow, B. E. | 824 |
| Young, W. | 822 |

New Players

The following newcomers have joined our ranks between January 18th and February 18th. Initial ratings are given before their names.

1200: J. Hassialis, E. W. Marchand. 1100: R. J. Campbell, C. K. Czermak, R. A. Mitchell, G. B. Oakes, A. Sandrin.

1000: V. J. Burdick, F. Cohn, H. A. Dittman, T. Fenstead, G. Forrester, J. B. Gee, M. Palmer, A. G. Pearsall, W. J. Peters, Jr., W. H. Talmadge, D. Theall.

884: E. I. Treend (re-joined from inactive list).
850: S. Akers, C. E. Anderson, R. P. Bailey, G. Berger, J. H. Beyer, O. Birstein, J. Broome, N. A. Buending, Lt. W. Bundick, W. T. Carr, A. W. Conger, J. S. Cortell, B. Davidson, C. F. Devlin, P. R. Eastman, H. H. Fall, G. S. Gillingham, R. R. Goodlatte, R. Geertsma, S. Guber, G. Hall, T. Hartwell, J. Heidenrich, L. M. Henry, Pvt. W. Hopkirk, T. Hoyer, F. C. Johnson, Dr. H. Kaman, Dr. G. Koelsche, C. M. Larson, Cpl. H. C. Lewis, J. J. Little, Mrs. H. Lyman, R. Martin, R. L. May, E. McCabe, E. McLott, C. D. Miller, E. M. Miller, M. Miles, S. W. Moore, J. B. Morgan, E. H. Nelson, N. F. Newbery, H. N. Oakley, J. C. Owen, E. Preece, R. Richardson, Rev. W. Schick, E. J. Smith, H. A. Southard, P. H. Sprenkle, R. Stillwell, Lt. P. J. Swiderski, A. Trasoff, E. Varhola, R. C. Woodward, D. Zaas, C. R. Zust.

Game Reports—Results to Feb. 18th

1941 OPEN TOURNAMENT

| Sec. | |
|-------|---|
| 41-23 | Russ defeated Robinson and Stauffer twice, and Pratt and Gluski once, and lost to Gluski. Gluski withdraws. |
| 41-26 | Rivise 1, Hays 0, adjudicated. |
| 41-29 | Rozsa 1, Adolph Weiss 0. |
| 41-34 | Halverson 1½, Powell ½, adjudications. |

1942 CLASS TOURNAMENT

| | |
|--------|---|
| 42-C3 | Borker 1, Albrecht 0; Brown 1, Hallager 0. |
| 42-C4 | Vichules defeated Chauvenet and Jacobs; Chauvenet 1, Holiff 0. |
| 42-C7 | Hamilton 1, Van Essen 0. |
| 42-C11 | Verhoff 1, Brandstrom 0. |
| 42-C13 | Chase and Wallace defeated Wainess. |
| 42-C16 | Henry 1, Read 0. |
| 42-C17 | Davie 1, Morrison 0. |
| 42-C18 | Dr. Herzberger 1, Dr. Shephard 0; Rockel 1, Nicholson 0. |
| 42-C19 | Rev. Kirkegaard ½, Engskov ½. |
| 42-C20 | A. C. Johnson, deceased, all games annulled. |
| 42-C21 | Brown defeated Dishaw and lost to Lent; Morrison 1, Hamilton 0. |
| 42-C22 | Arons defeated Charosh and Heisey. |
| 42-C23 | Hoehn 1, Henry 0; Kelsey ½, Upham ½. |
| 42-C24 | Farnum 1, Briggs 0. |
| 42-C25 | Cook resigns all his games. |
| 42-C26 | Allison Sr. 1, Astrab 0. |
| 42-C28 | Humphrey 1, Plasterer 0. |
| 42-C29 | Reichenbach 1, Spurr 0. |
| 42-C30 | Lent and March defeated Grande. |
| 42-C34 | Chauvenet 1, Heisey 0. |
| 42-C35 | Kingsland-Smith ½, Read ½; Rothman defeated Kingsland-Smith and lost to Hadden. |

1942 SECTIONAL TOURNAMENT

| | |
|--------|--|
| 42-S1 | Borker and Fenley defeated King. |
| 42-S2 | Borker 1, Linder 0; Elsmann defeated Winslow and lost to Linder; Linder and Wolf defeated Winslow; Wolf ½, Peters ½. |
| 42-S3 | Hamilton 1, Flaherty 0. |
| 42-S4 | Schiller 1, Russ 0; Brandstrom 1, McCullough 0. |
| 42-S5 | Levene 1, Brown 0. |
| 42-S7 | Kasper defeated Hicks and Wright; Young 1, Kasper 0. |
| 42-S8 | Steinmeyer ½, Dr. Hogan ½. |
| 42-S9 | Borker and Ceruzzi defeated Mrs. Fenley; Kasper lost to Borker and Treiber, and drew with Dr. Moore. |
| 42-S10 | Borker 1, Gleason 0. |
| 42-S11 | Correction: Warren ½, Cabot ½. |
| 42-S12 | Yavorsky defeated De Frank and Kibbey; Leigh 1, Nyland 0. |
| 42-S13 | Shaw withdraws; all games annulled. Shapiro 1, Higgins 0. |
| 42-S15 | Brown 1, Benardete 0; Borker 1, Hall 0; Benardete 1, Briggs 0. |
| 42-S16 | Benjamin 1, Talmadge 0; Rev. Skehan 1, Turner 0; Benjamin 1, Hewitt 0. |
| 42-S18 | Capt. Kemble 1, Clausen 0; Dr. Paul 1, Nicholson 0. |
| 42-S19 | Rothman defeated Schaeffer, and lost to Kaplan 0. |
| 42-S20 | N. Schmidt withdraws; all games annulled. |

1943 CLASS TOURNAMENT

| | |
|-------|--|
| 43-C3 | Eichorn 1, Schaeffer 0. |
| 43-C4 | Van Cleve withdraws; all games annulled. |

Challenge Matches

| |
|------------------------|
| Boggis 1, Chauvenet 0. |
|------------------------|

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Baltimore, 1943

RUY LOPEZ

| J. C. Quinn | Amateur |
|-------------|---------|
| White | Black |
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | P-QKt4 |

The more accurate way of playing the defense is 4 . . . Kt-B3; 5 O-O, B-K2 allowing Black to castle into safety.

| | |
|----------|-------|
| 5 B-Kt3 | Kt-B3 |
| 6 Kt-Kt5 | P-Q4 |
| 7 PxP | KtxP? |

This is a mistake which leads to much the same play as in the Fried Liver Attack.

| | |
|-----------|-------|
| 8 KtxBP!? | KxKt |
| 9 Q-B3ch | K-K3 |
| 10 Kt-B3 | Kt-K2 |
| 11 P-Q4! | P-B3 |

If 11 . . . PxP? 12 Q-K4ch wins.
12 B-Kt5 Q-Q3?

Here or on the next move . . . B-Kt2 was preferable, but in any event it is very doubtful whether such a position can be defended satisfactorily in over-the-board play.

| | |
|------------|------|
| 13 O-O-O | P-R3 |
| 14 Kt-K4 | Q-B2 |
| 15 Kt-B5ch | K-Q3 |
| 16 PxPch!! | |

White now concludes with a masterfully conducted attack.

| | |
|------------|------|
| 16 | KxKt |
|------------|------|

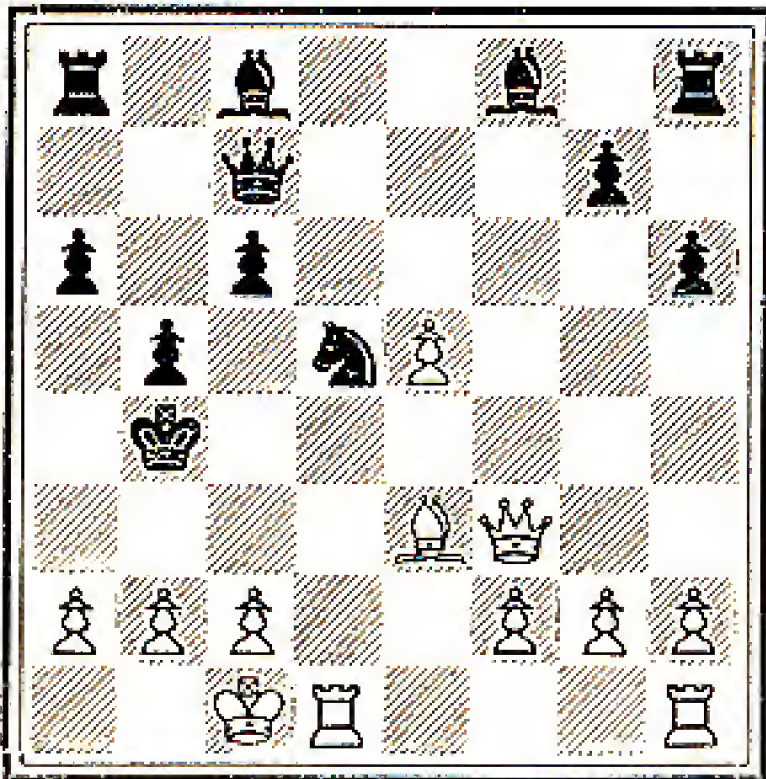
If 16 . . . KxP; 17 KR-K1ch, K-Q3; 18 BxKtch and Black must resign.

| | |
|-----------|-------|
| 17 B-K3ch | K-Kt5 |
|-----------|-------|

Capture of the Bishop would lead to mate in two.

| | |
|-----------|-------|
| 18 B-Q2ch | K-B4 |
| 19 B-K3ch | K-Kt5 |
| 20 BxKt | KtxB |

. . . PxP would be answered in the same way.



21 B-Kt6!!

A beautiful and decisive move.

| | |
|---------------|------|
| 21 | QxB |
| 22 Q-R3ch | K-B5 |
| 23 P-Kt3ch | K-B6 |
| 24 R-Q3 mate! | |

It would be interesting to see Quinn compete in an important tournament. He is unquestionably one of the finest non-professional players in this country. This game should be compared, by the way, with Higuera-Camire in our February, 1943 issue.

BIRD'S OPENING

| Amateur | Dr. A. Farber |
|---------|---------------|
| White | Black |
| 1 P-KB4 | |

As has already been pointed out in this department, this move is not suitable for adoption by inexperienced players, as it does not facilitate White's development in the same way as P-K4 or P-Q4 does. The result is that White's development after the text is likely to be slow, awkward and ineffectual.

| | |
|-----------|-------|
| 1 | P-Q4 |
| 2 Kt-KB3 | P-QB4 |

This move fits in with Black's system of development, but it

should be postponed until after Black castles, for reasons which will be explained in the next note.

| | |
|--------|--------|
| 3 P-K3 | Kt-KB3 |
| 4 B-K2 | |

As will be seen, this Bishop is quite useless to White and hence B-Kt5ch, with a view to exchanging, was by far preferable.

| | |
|-----------|--------|
| 4 | P-KKt3 |
|-----------|--------|

A good way of developing the King's Bishop. As Black realizes that he is playing the Dutch Defense with colors transposed, he adopts the King fianchetto which is a highly approved course for White against the Dutch Defense.

| | |
|----------|-------|
| 5 P-QKt3 | B-Kt2 |
| 6 B-Kt2 | O-O |
| 7 Kt-K5 | Q-B2 |
| 8 O-O | Kt-B3 |
| 9 KtxKt | |

The fact that this exchange is more or less compulsory, is one of the dubious features of this opening from White's point of view. Omission of the exchange would necessitate White's playing P-Q4, which would block the diagonal of his fianchettoed Bishop.

| | |
|-----------|------|
| 9 | QxKt |
| 10 P-Q3 | |

Judging from the sequel, it would have been more exact to play B-KB3 in order to make a subsequent Q-K2 possible. This seemingly slight finesse has fatal consequences.

| | |
|------------|-------|
| 10 | Q-K3! |
|------------|-------|

Thus taking advantage of his opponent's inexactitude, White's Queen is now forced to an unfavorable square.

| | |
|----------|-------|
| 11 Q-B1 | P-Kt3 |
| 12 Kt-R3 | |

Since Kt-Q2 is impossible and Kt-B3 is undesirable, this unnatural move is virtually compulsory. Cf. the first note.

| | |
|------------|-------|
| 12 | B-Kt2 |
| 13 B-KB3 | QR-B1 |

14 P-B4
15 R-K1

KR-Q1
R-Q2

Preparing to double Rooks on the Queen file, thus taking advantage of the weakness of White's Q3. Even at this stage White's game has already become positionally hopeless.

16 Q-B2

.....

Hoping to consolidate his position with QR-Q1. But now comes a clever stroke.

16

P x P!

Nicely timed. White cannot go in for 17 BxB, PxQP; 18 BxR, PxQ; 19 BxR etc. for his two Rooks against Queen and Pawn would be insufficient in view of the general inferiority of his position.

17 KtPxP
18 PxB
19 QR-Q1

BxB
R(B1)-Q1
Q-B4!

This is decisive. White's shaky center is in danger of collapse.

20 P-Q4
21 KtxQ

QxQ
Kt-R4!

Another fine move. White cannot avoid the loss of a Pawn.

22 K-B2

P-K3

..... PxP would win a Pawn at once, but Black is in no hurry as the Pawn cannot be held in any event.

23 PxP?

.....

A fatal blunder. However, if 23 R-Q3, PxP; 24 KR-Q1, PxPch etc.; or if 24 KtxP, KtxP! and so on,

23
24 RxR
25 P-B6

RxR
RxR
R-Q1

White resigns. An admirable positional game of which any master might well be proud.

Played in a Chess Review
Correspondence Tournament

FRENCH DEFENSE

| | |
|------------|---------|
| C. Roberts | A. Cook |
| White | Black |
| 1 P-K4 | P-K3 |
| 2 P-Q4 | P-Q4 |
| 3 Kt-QB3 | Kt-KB3 |
| 4 B-Kt5 | B-K2 |
| 5 P-K5 | KKt-Q2 |
| 6 BxB | QxB |

An old and familiar variation of this opening. White has a freer game and more terrain, and frequently secures a won ending by remaining eventually with a Knight against Black's Bishop, which is bound to have only slight scope. This is due to the fact that Black's Pawn position is such that it sharply reduces the Bishop's mobility.

7 Kt-Kt5

.....

White wants to be in a position to answer an eventual ... P-QB4 with P-QB3. It is clear that the advance of the QBP, with a view to weakening White's center, is Black's logical course.

7
8 P-QB3
9 Kt-QR3

Kt-Kt3
P-QR3
B-Q2

First things first. The indicated course was ... P-QB4 followed by ... Kt-B3. There is no hurry about the text, as Black's Bishop cannot accomplish anything of value.

10 Kt-B2
11 R-Kt1

Kt-R5
P-QKt4

The previous note applies here as well.

12 Kt-B3

.....

P-KB4 first would have left the KP more secure.

12
13 P x P!

P-QB4

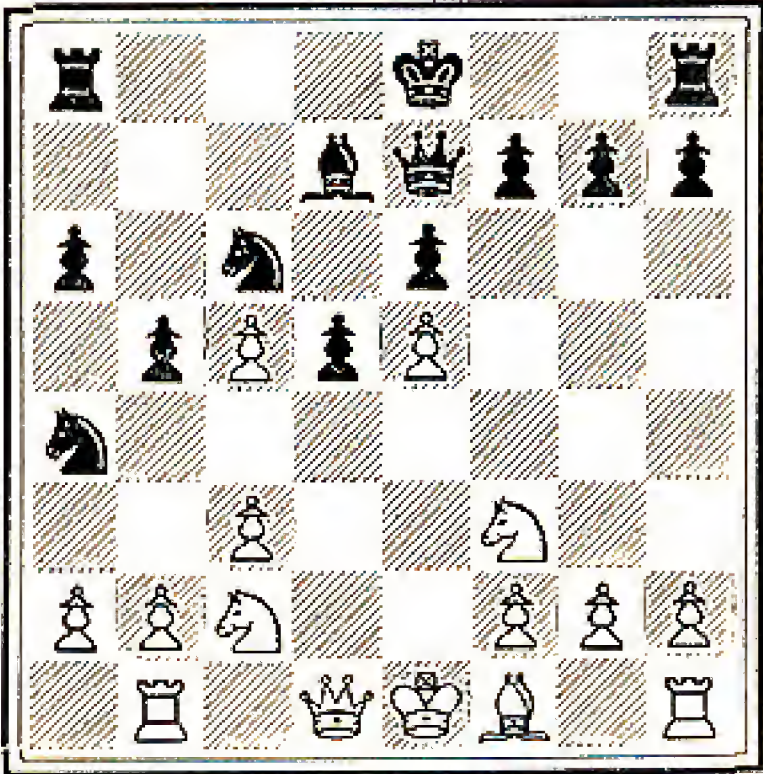
.....

At first sight this move seems inconsistent, but it has its points. The idea is to vacate the powerful central square Q4 for White's pieces. In view of the value of this square, White will benefit from having a piece on Q4, all the more so since it cannot be driven off by Black.

13

Kt-B3

.....



14 KKt-Q4?

.....

Very careless, and a violation of the fundamental rule that every move should be preceded by "a last look round," to make certain that no unit is exposed to capture. As a result of White's oversight, all his plans are derailed and he must now fight it out with a Pawn down.

14

KtxKP

.....

Curious! As P-QKt4 is impossible. White has no way of guarding his advanced QBP.

15 B-K2
16 O-O
17 P-KB4
18 KtxKt
19 B-Q3

O-O
KtxP(B4)
Kt-B3
BxKt
KtxB

Black does not necessarily benefit by his readiness to exchange, for he is now left with the rather ineffectual Bishop. ... Kt-K5 was stronger, for if then 20 BxKt, PxB Black has a passed Pawn and a strong post for his Bishop at Q4. If White does not capture the Knight, it is strongly entrenched at K5.

20 QxKt
21 QR-K1
22 K-R1

QR-B1
Q-B4ch
P-B3?

A great pity! This oversight is on the same order as White's 14th move. Black is anxious to make ... P-K4 possible, but this takes time and requires considerable preparation. The primary need of Black's position is to secure more space for his pieces, especially for the Bishop. Reasoning along these lines, one naturally hits on the idea of ... P-QR4! intending ... P-Kt5 with some possibilities of ... B-Kt4. Here we have a demonstration of how a good plan leads to good moves, whereas a difficult or over-ambitious plan is frequently conducive to blunders.

23 Kt-Q4!

KR-K1

There is no good move.

24 KtxKP
25 P-B5

Q-Q3
P-Kt3?

Loses quickly, but Black's game had already become markedly inferior, what with the weak Bishop and the isolated QP.

26 PxP!
27 Q-R3

RxKt
Resigns

Black cannot stop the mate and save his Rook at the same time. A crisp finish.

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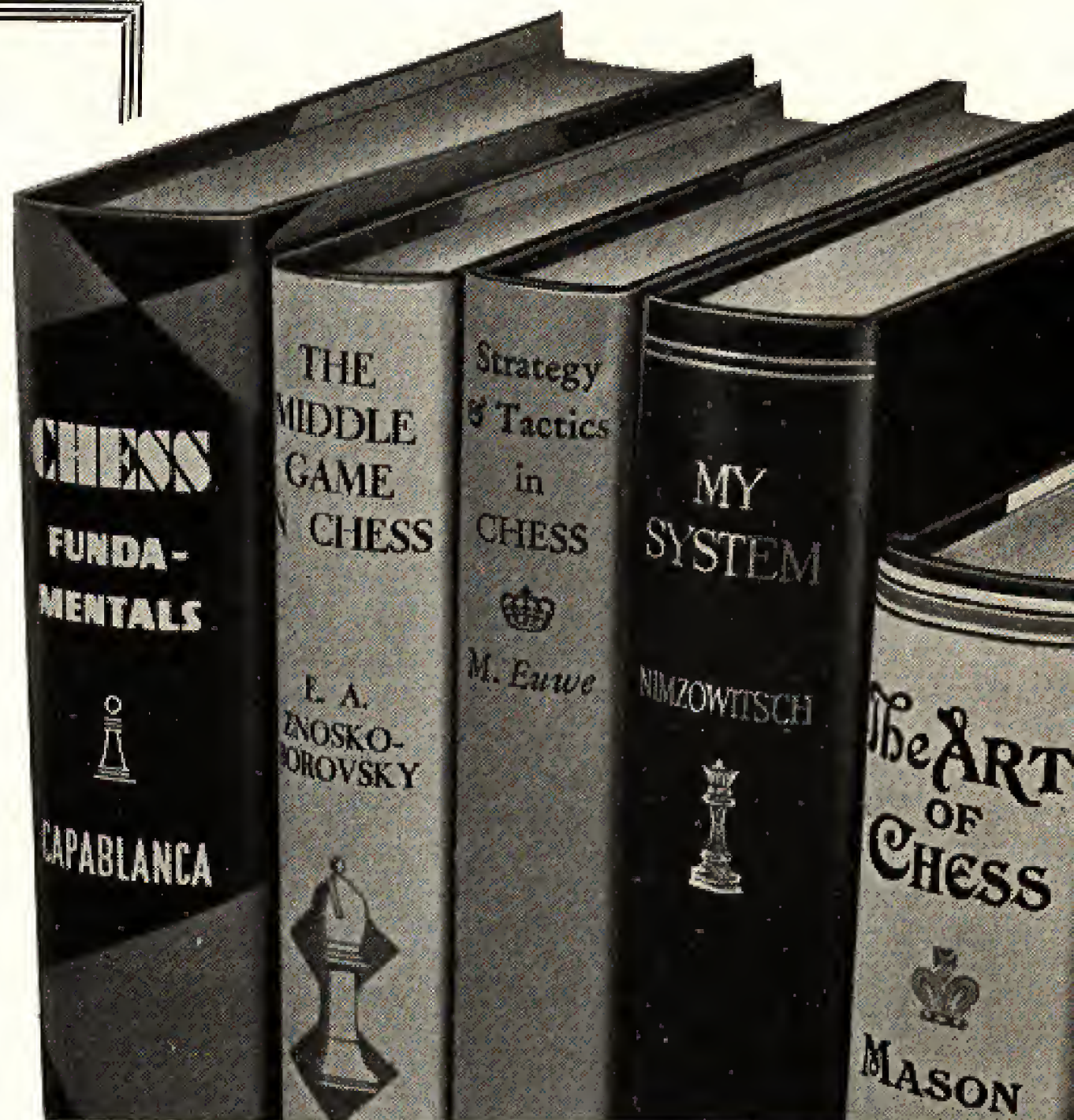
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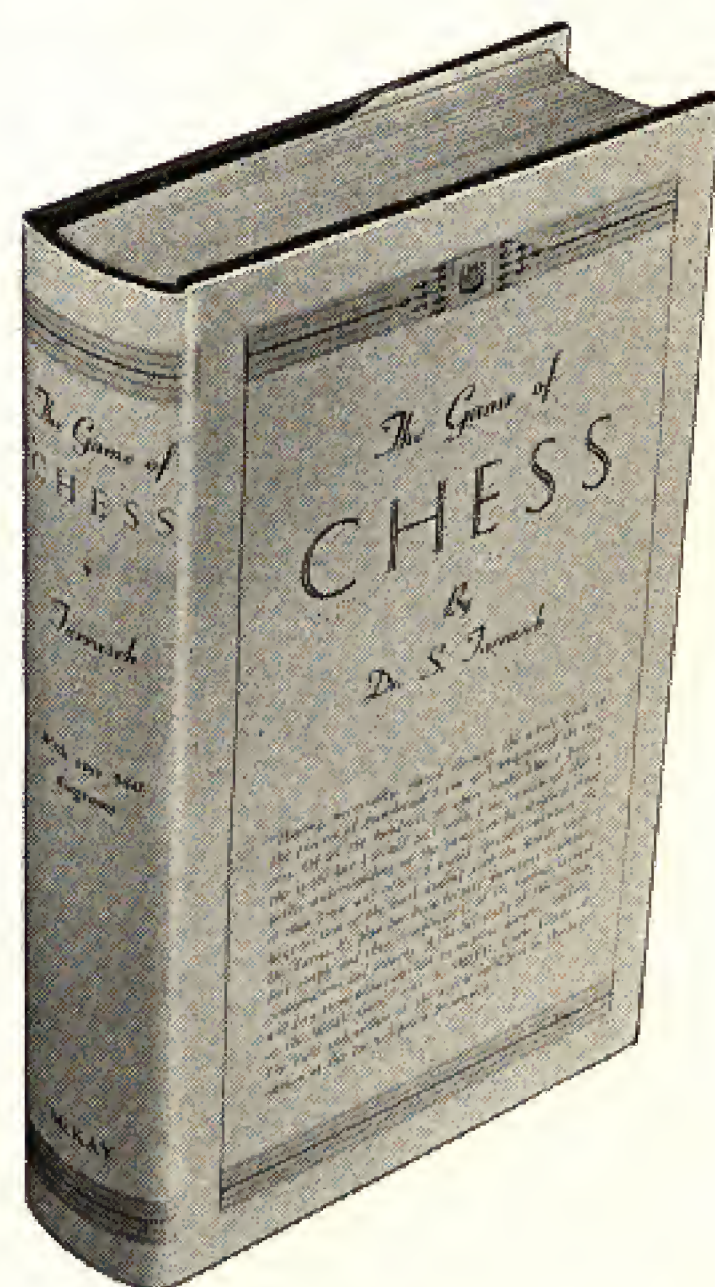
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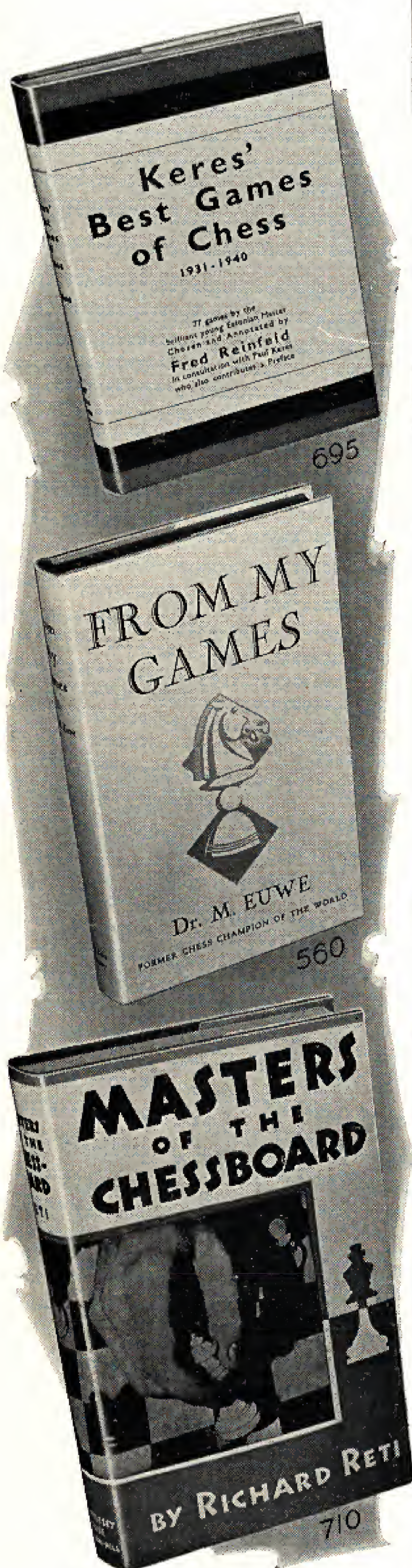
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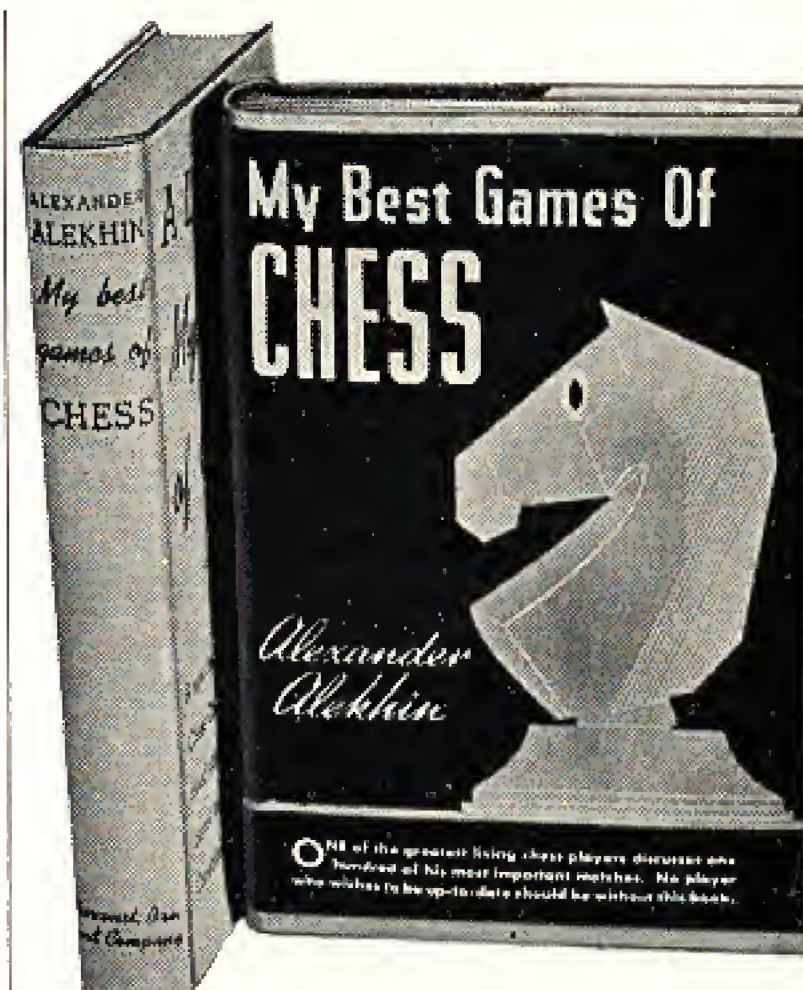
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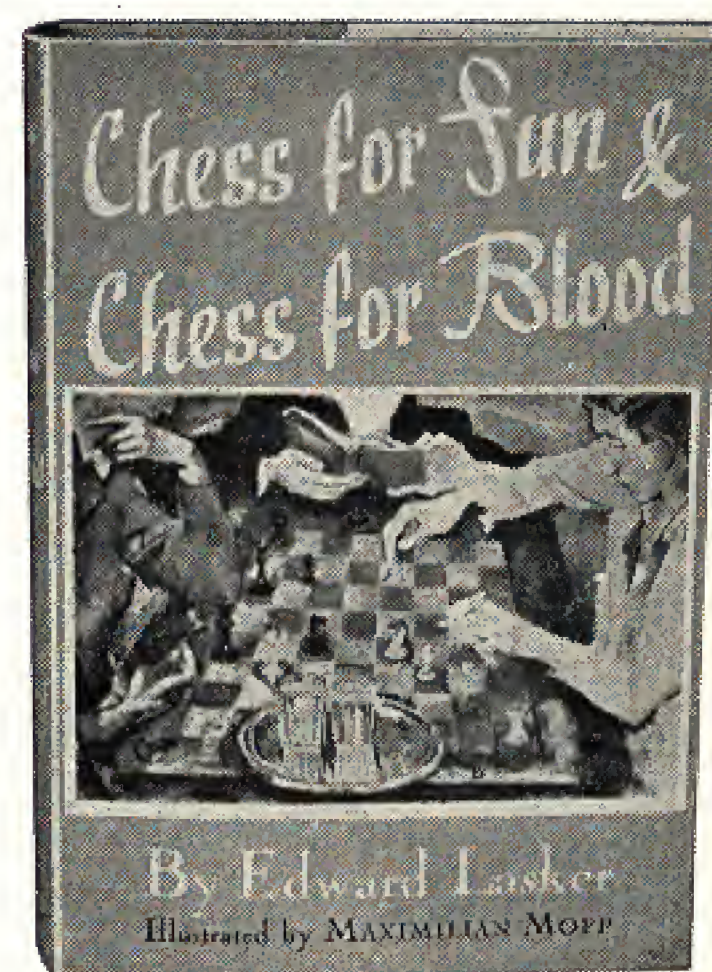
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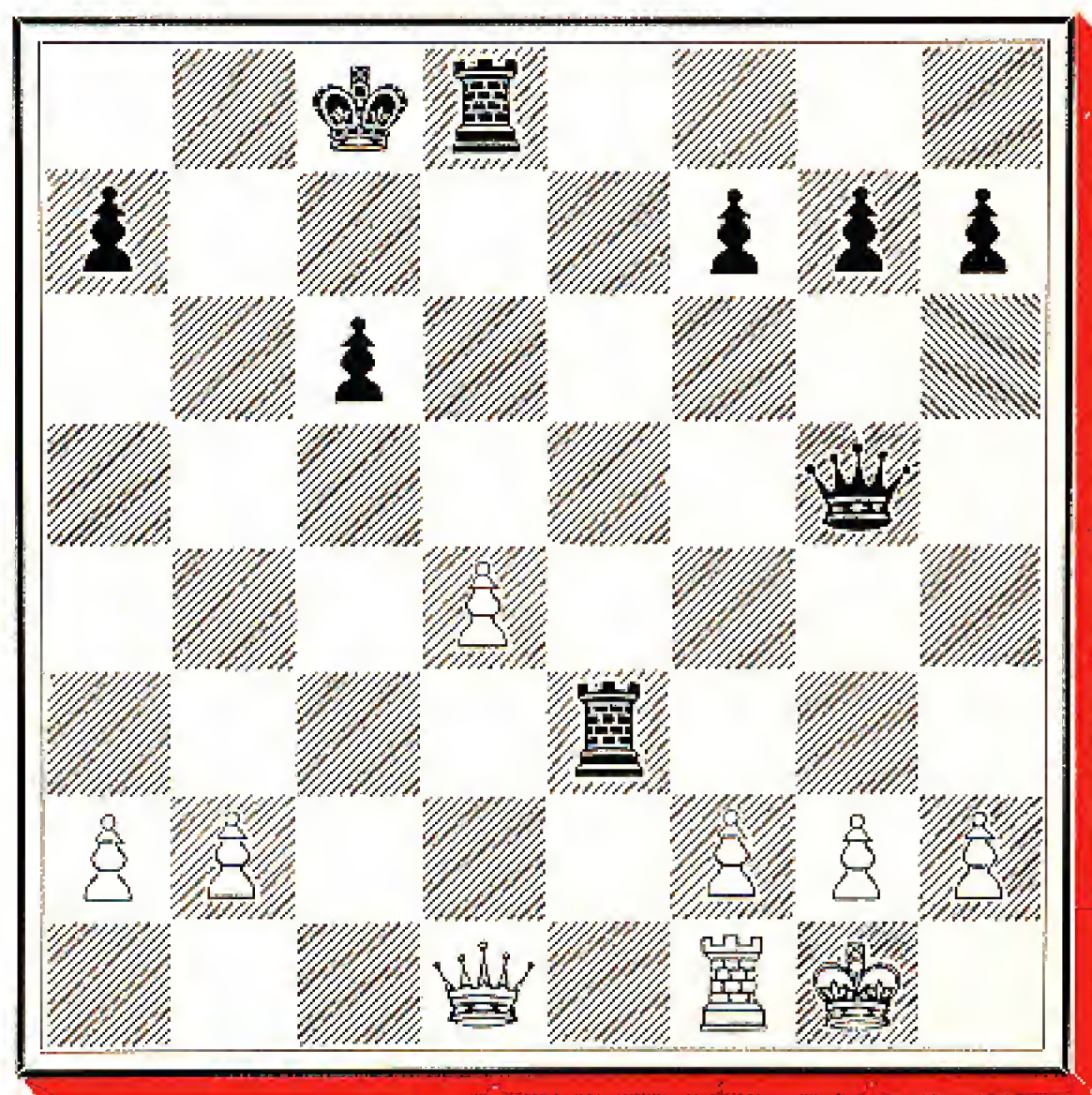
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White to Play

- | | |
|-----------|-------|
| 1 Q—B1!! | R x P |
| 2 P x R! | R—Q2 |
| 3 Q x Pch | K—Q1 |
| 4 R—B4!! | P—B4 |
| 5 Q—B5! | Q—K2 |

White has forced the exchange of Queens. The game is by no means over but White has maintained his advantage and eventually wins. Annotations (omitted here) show that Black's responses are practically forced.

If White had played the "obvious" 1 P x R, then 1 . . . QxPch; 2 K-R1, QxP and *Black* would have obtained the advantage.

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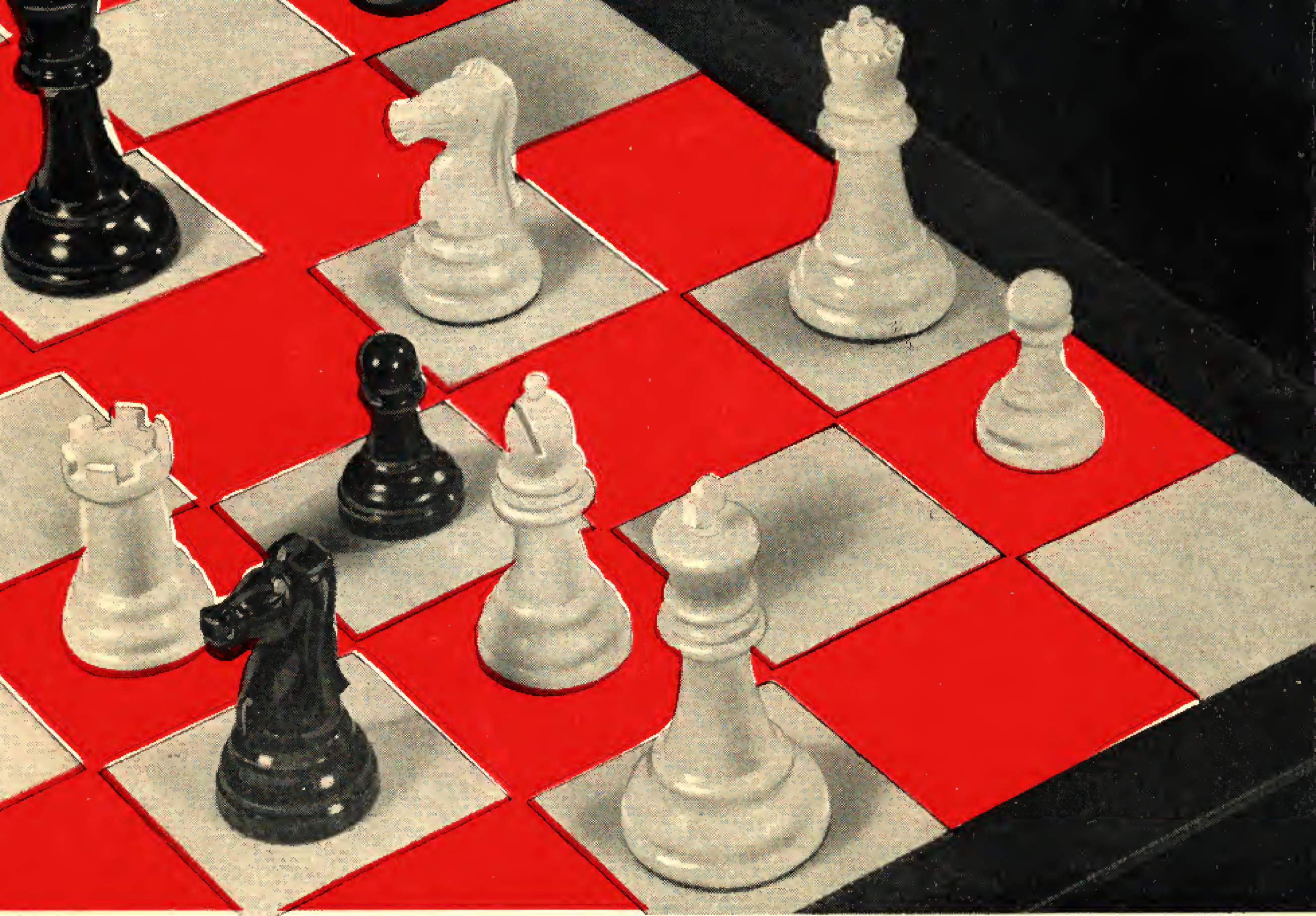
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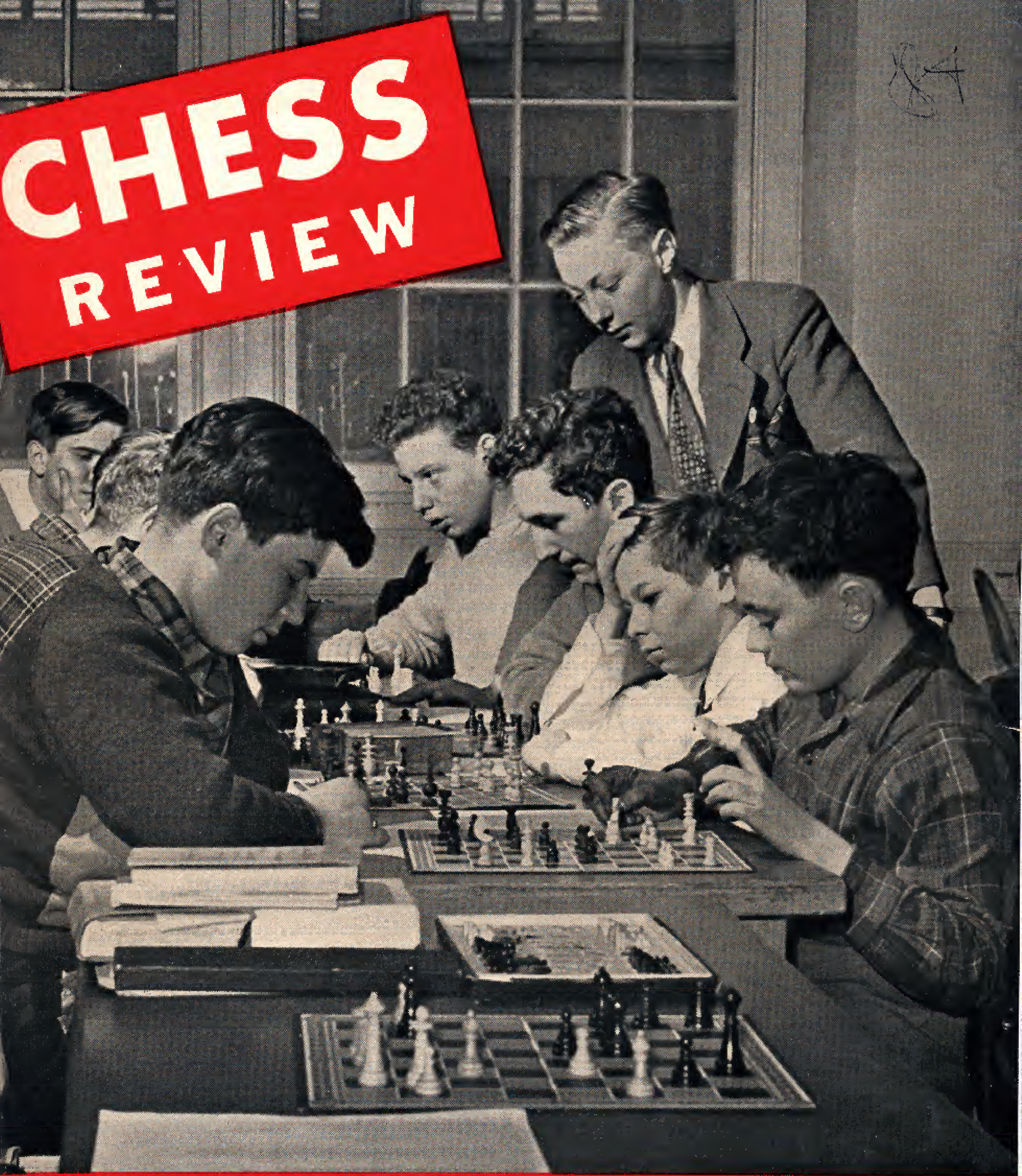
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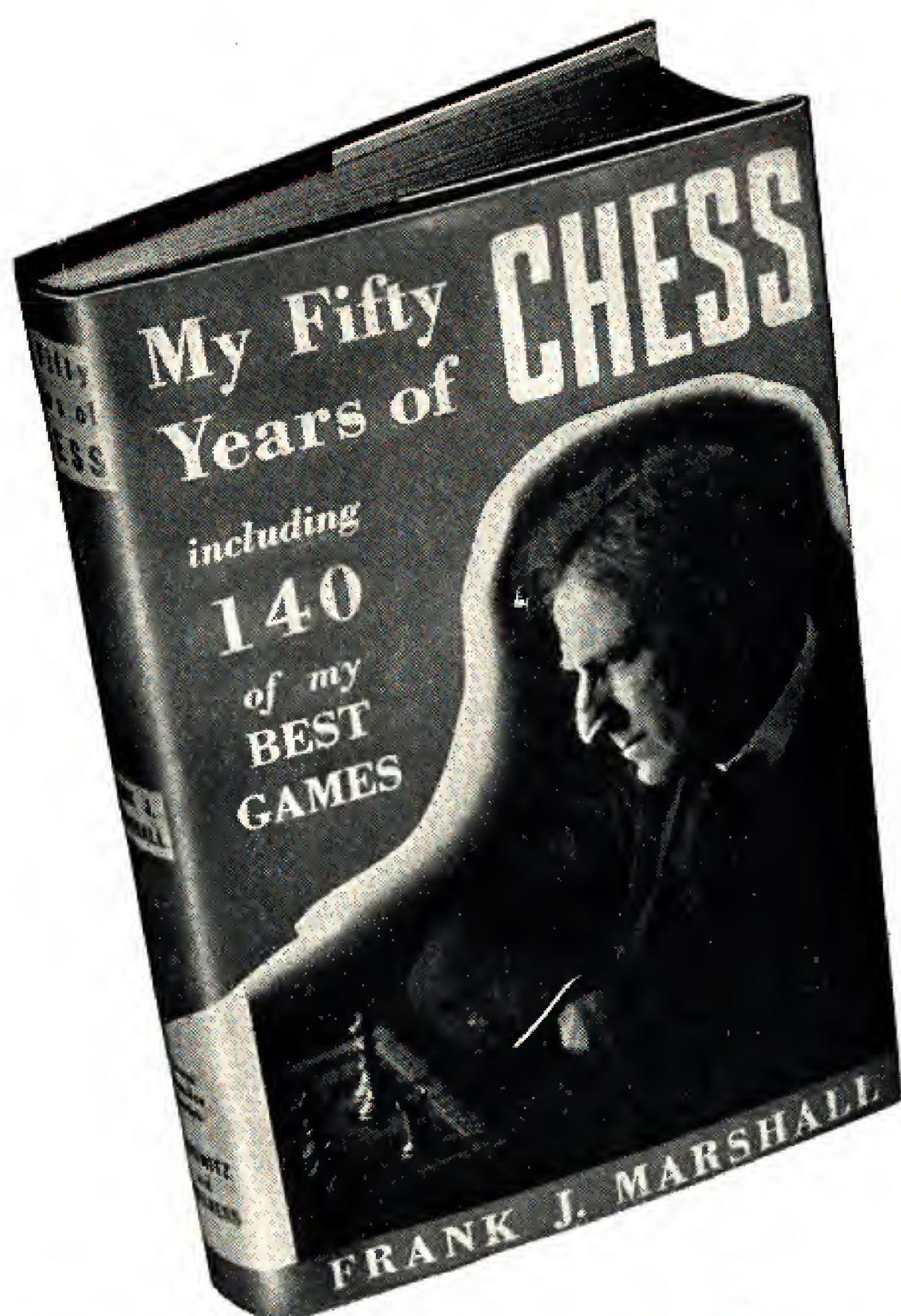
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Autographed Edition Still Available

The first edition of MY FIFTY YEARS OF CHESS, limited to 500 copies, has a special binding and each copy is numbered and autographed by Frank J. Marshall.

This edition was published in July, 1942. The demand was so great that we were forced to place the regular edition (also priced at \$3) on sale immediately.

However, we reserved a few copies of the autographed edition for readers of CHESS REVIEW and these are still available. If you order your copy now, it will be sent to you by return mail. But do not delay; the autographed edition will soon be gone and these books will sell at a premium. Mail your order now—to the address below.

Reviewing "My Fifty Years of Chess" by Frank J. Marshall in LA PATRIE, Montreal, Charles Robillard writes:

"The comments of experts make this book the chess sensation of the year Our thanks to the publishers for this brilliant volume."

Below are excerpts from the columns of other chess editors:

"This notable contribution to the literature of chess, which might easily have been sub-titled 'The saga of a grand American Gentleman', is the most refreshing publication the chess public has had in years . . . it is indeed an enormous pleasure to read the introduction to this book, which tells simply and straightforwardly the story of Frank J. Marshall's career. The 140 of his best games, which constitute the latter portion of the book, are beautiful pieces of work, and are thoroughly and entertainingly annotated. The ingenious manner in which this great player admits, time after time, that perhaps his brilliancies were not absolutely sound, but over the board were more than adequate, is delightful. One of the most noticeable aspects of the book is the simple courtesy with which Marshall refers, at all times, to his opponents. As a player he was a delightful gentleman; in his book of his life-work he remains one."

—R. W. Wayne, Atlantic City Press

"The volume, which is beautifully gotten up, should be a treasure in the library of every player."

—Malcolm Sim, Toronto Telegram

" . . . Sure to receive a hearty welcome from the chess world. Marshall and his publishers have combined to do a superb job, and we believe have succeeded in setting a new standard in works of this kind . . . The list of opponents reads like the who's who of chess."

—D. M. LeDain, Canadian Supplement to Chess

"Mr. Marshall has always shed luster on the game by his gentlemanly conduct as well as the quality of his play. This book stands as a monument to a wonderful career."

—Isaac Ash, Philadelphia Inquirer

"Those familiar with the dashing tactics and daring sacrifices which characterized Marshall's play need not be told of the wealth of entertainment which may be derived from the book."

—Willard Mutchler, Washington Post

"Time after time in going over some of these brilliant games we would have to stop, pinch ourselves to see if we were not having a 'nightmare' as indeed the moves often appear amazingly fantastic Marshall has himself told for the first time the why and the wherefore of each contest. The simple straightforward manner in which each individual encounter is related makes the reader feel as if he were sitting beside the master's table, watching the game."

—Hy Fine, Attleboro Daily Sun

CHESS REVIEW

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bols used to record chess
moves in this magazine? Do
you want to know the rules
and elements of the game?
You can obtain the informa-
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the following recommended
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F. J. Marshall and J. C. H.
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LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

ERROR

Sirs:

Your CHESS REVIEW is a
great boon down here. I think
it is improving with every issue.

In playing over the March
"Play the Masters" and arriving
at Black's 23rd move with a
fairly good score, I was morti-
fied to find that my move of
23 . . . Q-Kt8ch (instead of . . .
RxKtch) was incorrect, accord-
ing to the record of the game.
Does not my move mate in two
instead of four?

MAURICE WERTHEIM
Washington, D. C.

To Manhattan Chess Club's
President Wertheim and other
readers who called this to our
attention, congratulations and a
score of 11 points for discover-
ing the best move. CHESS RE-
VIEW'S annotator was guilty of
a careless oversight.—Ed.

LET'S PLAY CHESS

Sirs:

I have studied several chess
books but I find your new series
LET'S PLAY CHESS the best I
have ever seen. If the course
is followed out like that, even a
tyro could become a good play-
er. I hope to be with you to the
end of the course and shall re-
new if necessary. Congratula-
tions and many thanks.

RALPH W. RAY
Portland, Maine

Sirs:

. . . The new section for begin-
ners is sure to click. I believe
it will be one of your best ways
of getting friends for the game
and for CHESS REVIEW. The
illustrations are superb. If all
parts of the magazine were not
planned equally well, one would
like to see these portions pub-
lished separately at a later date.

CARL H. FARMAN
Silver Spring, Md.

Sirs:

. . . No doubt I would never
have become a subscriber to
CHESS REVIEW if it were not
for the fact that on January 31
I fell and broke my back. Six
months in a cast was the ver-
dict. What to do during the
long months ahead of me? In
the Philadelphia Inquirer I saw
your ad. I said to my wife:
here is a game I often wished to
play; I will gamble \$1 and hope
I have enough intelligence to

learn a game that to me seemed
for the very brilliant.

Your February issue came
and along with it the Easy-Play
Pocket Set. In a few minutes I
knew I had something I did not
know what to do with. I took
heart when I read that in next
month's issue would be a new
article, LET'S PLAY CHESS.
But I would have to wait a
whole month; too long . . . No
one I asked knew how to play,
nor could they explain the code.
Then my wife bought for me
Mitchell's Guide to the Game of
Chess. Result—a \$6.00 chess-
board, a \$2 set of men and a
satisfied customer.

Before I praise your CHESS
REVIEW, which I must do . . .
I suggest you send new sub-
scribers a circular containing
rules and an example of the
code.

. . . I think CHESS REVIEW
is a grand thing. It has brought
me much to pass away the time.
Not a day passes that I do not
use it. As I have four more
months to be laid up I should
be able to learn a bit about
chess. I am a Senior Post War-
den and have four of my
wardens playing chess. I am
not a very good teacher but
they like the game. They never
played before either so we have
pretty even games.

LET'S PLAY CHESS is swell
and I am sure I will learn plenty
from it.

HYLAND E. FERNSLER
Philadelphia, Pa.

Sirs:

The series LET'S PLAY
CHESS is indeed the most at-
tractive-looking introduction to
chess ever printed. Because the
first article is so generally ex-
cellent, one little point of differ-
ence jars on my perhaps too
particular mind . . . You have
chosen to give the Knight-move
as an elbow and a leap . . . The
moves of all chess pieces are
along straight lines; the Knight-
move should not be presented as
an exception but as a limited
oblique—along an oblique direc-
tion instead of a vertical, hori-
zontal, or diagonal. Looked at
in this way there is no jumping
over other pieces by the Knight,
any more than by a Bishop
when it moves diagonally
through other pieces on oppo-
site-colored squares. . . I do

LETTERS

(continued)

not like to see the inferior idea perpetuated in such a meritorious new work.

... I do congratulate you on the illustrations in your article and should think the whole series will be very successful when published by itself.

ALLAN H. CANDEE

Rochester, N. Y.

Sirs:

It is a pleasure to watch the gradual improvement in your magazine. I would like to commend your foresight in starting a discussion of chess for beginners and hope you continue this educational feature.

... Most players around here are weakest on the subjects of sacrifice, combination, and end play. I hope that these subjects will come in for some attention in your columns.

LEWIS G. JACOBS, M. D.
Indianapolis, Ind.

The overwhelming approval of **LET'S PLAY CHESS** by readers is encouraging and greatly appreciated. In publishing this picture guide to chess,

it was our hope that it would be the means of introducing chess to many new readers and to the friends of our old subscribers. However, we are glad to announce that the course will reach a wider audience than we had anticipated. Famous publishers **SIMON & SCHUSTER** have agreed to publish the series in book form. The book will be available in the Fall of this year.

Our thanks to Reader Candee for his comments on the Knight's move. However, the average person does not think in terms of angles; expressions such as "oblique direction" are meaningless to him.—Ed.

PENN STATE TITLE

Sirs:

In the March issue you describe a tournament recently held in Philadelphia for the "Pennsylvania State chess championship." The article is prefaced by an explanation "that there are two associations in Pennsylvania, both claiming a vested interest in the title—which is all very confusing." The confusion is only apparent, as the following facts will show:

The Pennsylvania State Chess Federation, a union of clubs in all sections of the state, has,

since 1939, sponsored four annual tournaments for the Pennsylvania Championship. Our policy is that all chess players in Pennsylvania are entitled to compete in any tournament for the State title; therefore, our tournaments, staged during the Labor Day weekend, are held in a different city each year, thus enabling the largest possible number of enthusiasts from the largest possible number of localities to enter. Obviously, if the State tournament were to be held in the same city each year—for example, Philadelphia—the number of sections represented would be seriously limited, as very few players not resident in Philadelphia could compete in such events.

These facts are not mentioned in criticism of the tournament just concluded. Chess interest is high in Philadelphia, and it is obvious that a city boasting so many fine players should be able to promote a local tournament at least once each year. It should be just as obvious that a tournament composed mainly of entrants from Philadelphia and the immediate vicinity—irrespective of the merits of the players involved—cannot possibly be considered a "Pennsylvania State chess championship" tournament.

For the past four years, the Pennsylvania State Chess Federation has advocated a merger of the two organizations. Such a step would put an end to all rivalries, and would usher in a new era of chess in the Keystone State.

W. M. BYLAND, President
Penn. State Chess Federation
Pittsburgh, Pa.

Officials of the Philadelphia organization point out that they have been holding annual tournaments for the State title for 20-odd years, suggest as a solution that the winners of the two events should play a match for the title. Matters like these are the proper function of the U. S. Chess Federation. We suggest that the two Pennsylvania organizations present their recommendations and agree to abide by the decisions reached by a committee of arbitration to be appointed by the President of the U. S. Federation.—Ed.

DOUBLE

Sirs:

Enclosed you will find a one year subscription for a friend. I am glad to send you this subscription as I consider your magazine well worth double the money.

—JOSEPH H. KEYS
Riverside, Calif.

A LETTER TO YOU

Dear Subscriber,

Last month, in the March issue, we published the first part of a new series entitled **LET'S PLAY CHESS**. Apparently we hit the jackpot! Letters have been pouring in on us telling us that this is just what **CHESS REVIEW** needed. The demand for the March issue was so much greater than we anticipated that this number is out of print. Publishers **SIMON & SCHUSTER** took one look at Part One of this Picture Guide to Chess and decided to publish the complete series in book form. In the meantime, before the book is published, the series will continue each month in **CHESS REVIEW**. For the benefit of those who were unable to buy the March issue, reprints of **LET'S PLAY CHESS**, Part One, are available at 10 cents each.

This, by the way, is the right time for you to introduce chess to your friends. New subscribers to **CHESS REVIEW** will be sent the reprint of **LET'S PLAY CHESS**, Part One, free of charge, so that they can start learning chess right from the beginning. If one of your friends wants to follow the series, send us his subscription NOW. For each new subscription you send us you will receive a \$1 credit towards the purchase of any book advertised in this magazine or listed in our book catalog. Even if you send only ONE subscription you can get a \$1 chess book free—or you can pay the difference on a more expensive book.

The subscription rates are \$3 for one year, \$5.50 for 2 years, \$7.50 for 3 years. Send subscriptions (and book orders) to **CHESS REVIEW**, 250 West 57th Street, New York, N. Y.

KENNETH HARKNESS, Managing Editor.

P. S. If your subscription falls due this month, be sure to send in your renewal promptly. Issues quickly go out of print and we cannot guarantee delivery of your May number unless you renew before we go to press. Sorry, but the \$1 book credit does not apply to your own subscription.



Six-year-old **FREDDIE RATHMANN** of Milwaukee, Wis., plays Chessmaster **I. A. HOROWITZ**. Photo was taken when Horowitz visited Milwaukee last winter on his trans-continental tour. Youthful Freddie plays a good game of chess for his age, lasted 19 moves against the master.
 —Photo by courtesy of THE MILWAUKEE SENTINEL

Young America Plays Chess!

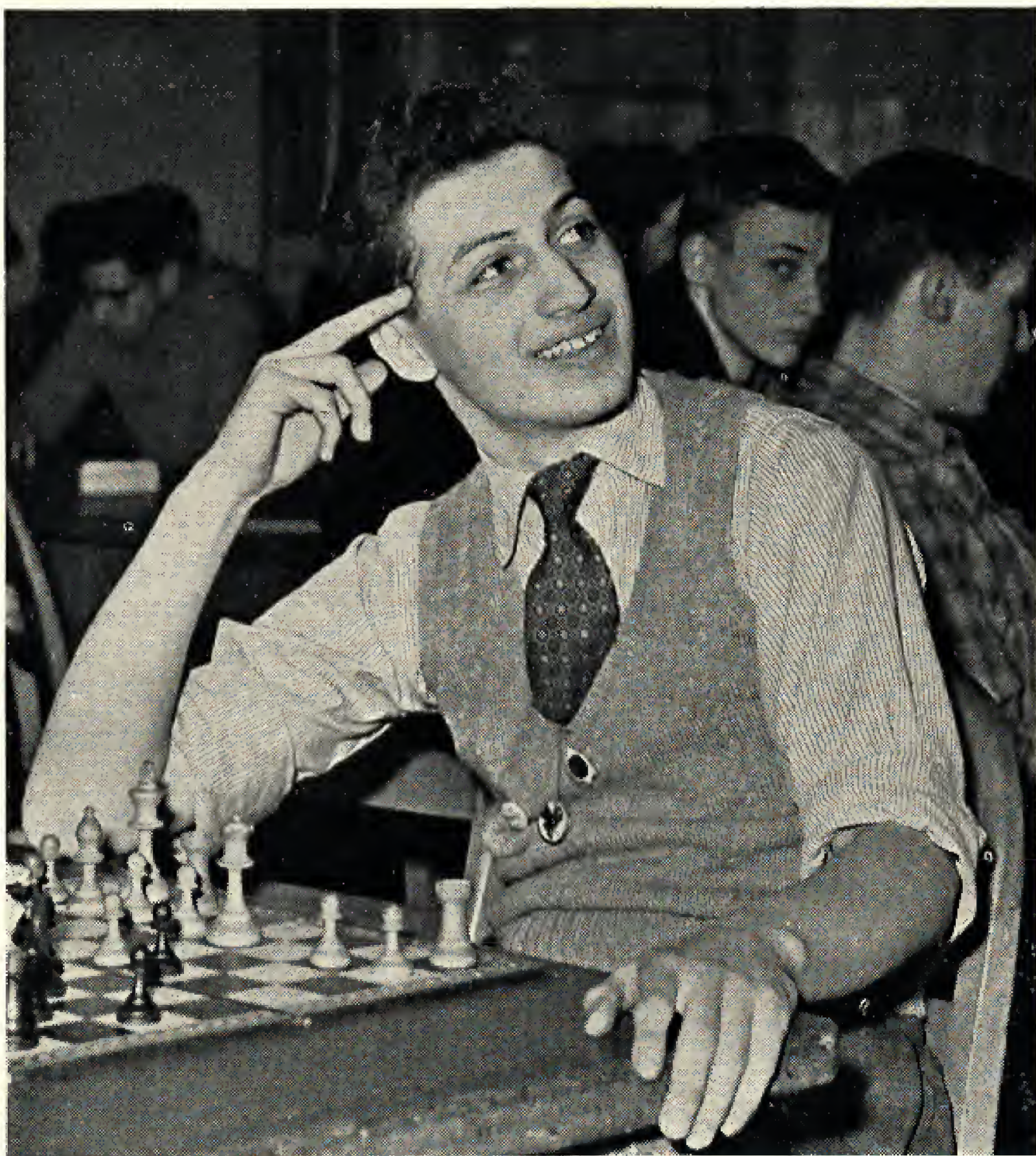
Throughout the U. S. today there are literally thousands of youngsters who have taken up chess and are playing the game with keen interest, particularly in the organized clubs of the public and private schools. Schoolboys—and girls—who never heard of chess a year or so ago now belong to clubs and leagues boasting hundreds of members. From this reservoir of youthful followers of the game will come the chessmasters of tomorrow.

Imaginative youngsters take naturally to chess, quickly learn the moves, play the game with understanding and enjoyment. Parents are delighted to observe their children becoming interested in a game they can play in the home or under the supervision of a member of the school faculty—an intellectual game which develops the powers of logic and imagination, appeals to the competitive instinct, keeps the children occupied, safeguards them from the temptations and dangers that beset war-time youth.

Typical of the upsurge of interest in chess among American youth is the increasing attendance at the school clubs in New York, Philadelphia, Chicago, Los Angeles, Boston, Milwaukee and other large centers.

Milwaukee is a shining example of what can be done when chess receives active, municipal support. This progressive city has demonstrated that there is a widespread, latent interest in chess which can be encouraged and fostered by organized effort. Tournament and social games for both children and adults are promoted by the Municipal Chess Association, a division of the Department of Municipal Recreation. Last year, 1425 players—many of them children—took part in the tournaments and team contests sponsored by the Association; 15,638 (!) attended the chess lessons given in the Social Centers and Playgrounds; 2,744 engaged in social play in the Municipal Chess Room, provided by the city. In the schools of Milwaukee, chess is highly organized by the city authorities and no less than 45 teams took part in the contests of the High School Leagues. Every year, a mammoth children's tournament is held at Marquette Stadium and a "Living Chess" game is one of the main features.

In other localities, chess lacks official recognition; nevertheless, the efforts of a few individuals and the spreading interest in chess have resulted in large attendance at the school clubs and participation in



DAN WAINESS

He built up the Brooklyn Tech. High School Chess Club from 15 to 150 members in four years.



These boys play on Brooklyn Tech.'s team in the Interscholastic League. Left to right are EDWARD NEWDALE, DAN WAINESS, LEON WILLIAMS, BERNIE WEINER.

organized activities. For instance, practically all the High Schools and Private Schools of New York have large chess clubs. Tournaments and team contests are promoted by the Interscholastic Chess League, the Chess Association of Private Schools, the Westchester County High School League and similar organizations. The biggest events each year are the individual and team championship contests of the Interscholastic League. Ten or more of New York's High Schools take part in these affairs. Each of these schools has a large chess club with scores of members.

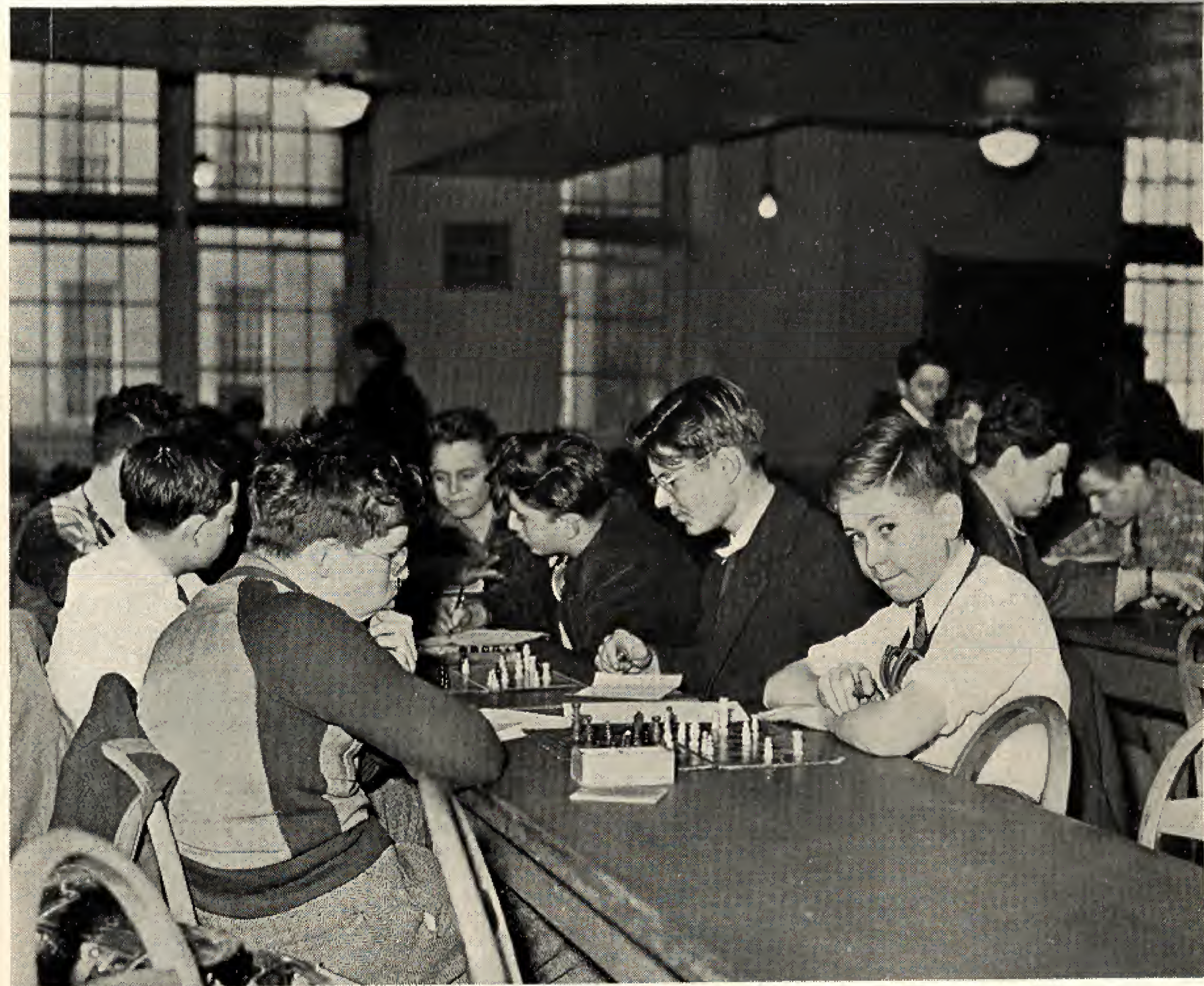
CHESS REVIEW VISITS SCHOOL CLUB

This month, CHESS REVIEW visited the chess club of the Brooklyn Technical High School to witness and report the activities of a school club. Four years ago this club had 15 members; today there are 150 members!

The school lunchroom, where the club meets every Friday afternoon, was crowded with row after row of boys, seated at the long tables. We learned that the club has only 100 sets of chessmen and that the boys draw lots for the privilege of using the available equipment! Many were playing on little peg-in sets. All were keeping their game scores on sheets printed by the club. On a large demonstration board, made by the boys themselves, a position from the Dutch Defense was set up. All games were being played with this opening and a prize was to be awarded to the boy who turned in the score of the best-played game.

The faces and attitudes of the players manifested keen interest and serious concentration. Even the presence of CHESS REVIEW'S reporter and photographer did not distract their attention to any extent. There was a complete absence of the chatter and noise one would ordinarily expect from an assembly of 150 youngsters. In this respect, faculty adviser Clarence Legrand Sjogren, who cheerfully stays after hours to supervise the boys, had an easy job. Sjogren does not play chess himself but has been extremely helpful to the club by contributing his services in this way and by helping to obtain a small appropriation to cover the club's prizes and expenses.

Major credit for the expansion and activity of the Brooklyn Tech's Chess Club goes to 17-year-old Dan Wainess who has done a magnificent job as president of the club. Aided by vice-president Leon Williams, secretary Edward Newdale and Bernie Weiner, all fellow-members of the club's team, Wainess arranges classes for beginners, semi-annual club tournaments, lectures, prize contests, simultaneous exhibitions, matches with other schools.



From among youthful enthusiasts like these Brooklyn schoolboys will come the chessmasters of tomorrow.

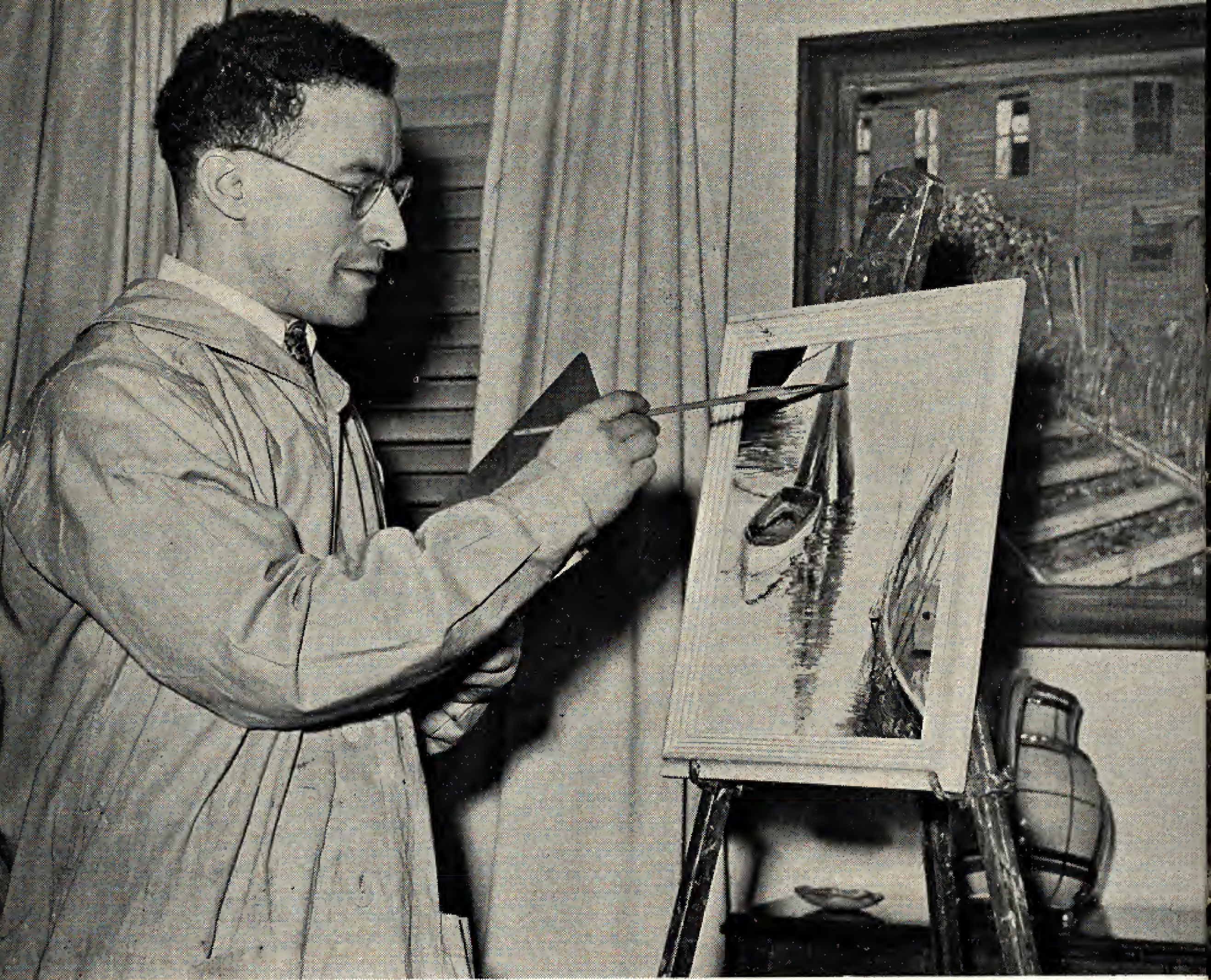
Photos were taken at a regular session of the Chess Club at Brooklyn Technical High School. The club has 150 active members.

Chessmaster Milton L. Hanauer, who continually labors in the interests of school chess, also deserves great credit for his able leadership and direction of the Interscholastic Chess League tournaments. Play in the League contests is now in progress and the Brooklyn Tech team confidently expects to win first place in the Brooklyn Division; whereupon they will meet the winners of the Manhattan Division for the title. Other schools playing in the League this year and representing clubs with up to 60 members, are Stuyvesant, Erasmus, Boys' High, New Utrecht, Newtown, Clinton, Commerce, Monroe and Washington.

These youthful chess enthusiasts, playing in the school clubs throughout the land, deserve our aid and support.



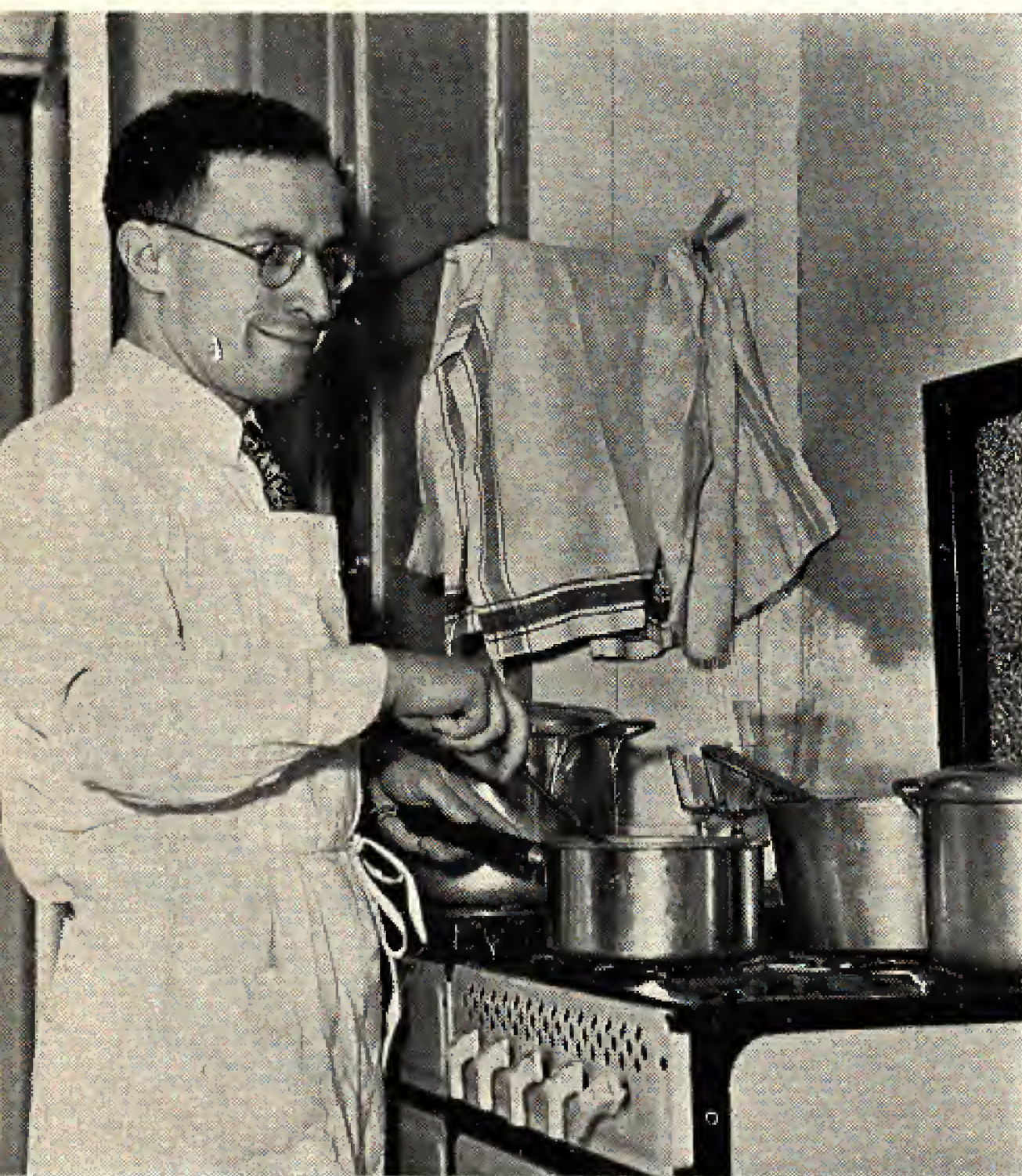
—CHESS REVIEW Photos by Ned Goldschmidt

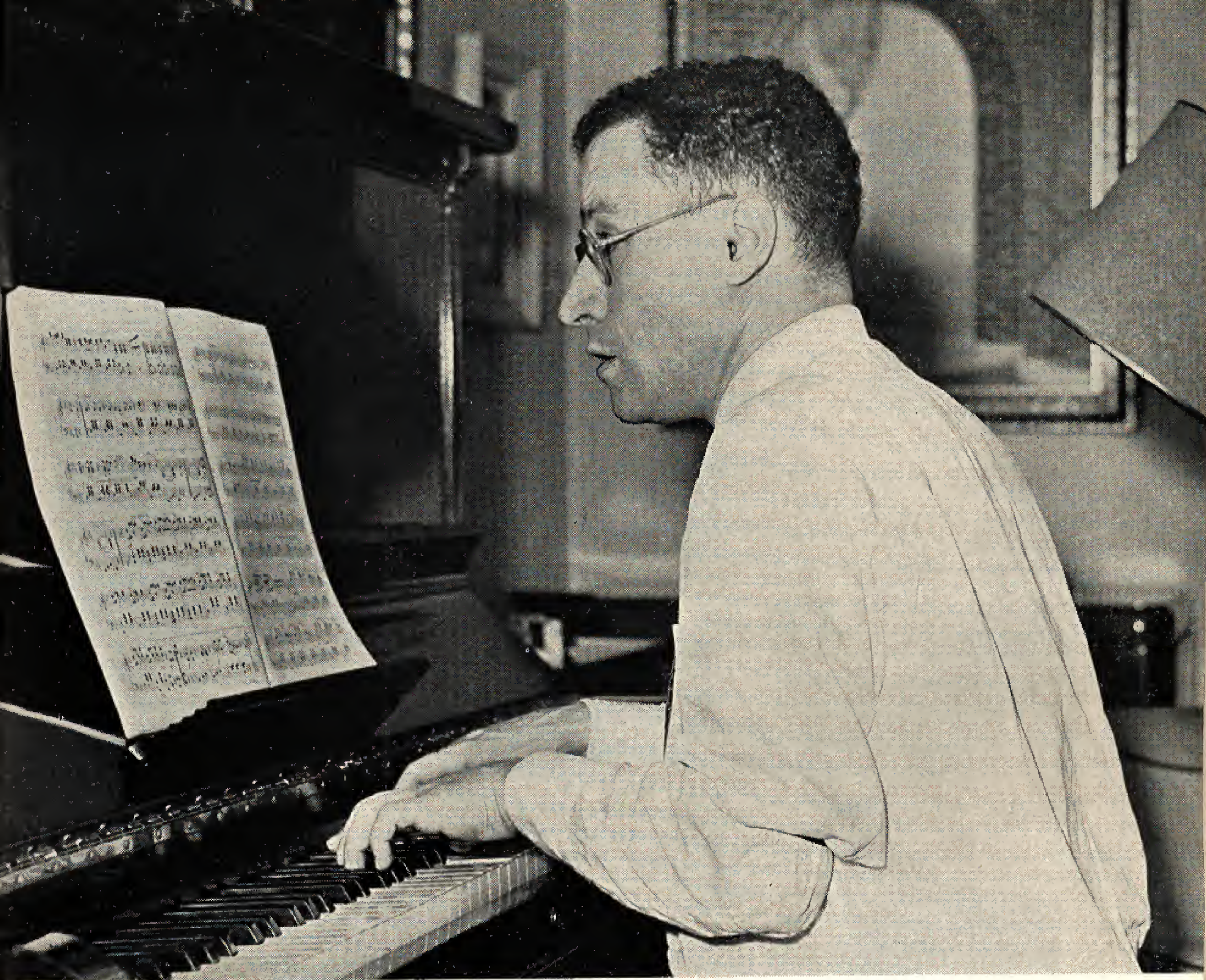


ANTHONY E.

Last month, ANTHONY EDWARD SANTASIERE added to his reputation as a chessmaster by winning the championship of New York's Marshall Chess Club for the fourth time. He first won the title in 1922 when he was only 17 years old. New York State champion in 1928 and 1930, "Tony" Santasiere is proudest of his record in the Metropolitan League matches in which he has played on the Marshall Club team for 23 consecutive years.

To many-sided Santasiere, chess is just one of several outlets he has found to express his artistic emotions; others are painting, music and writing. As an artist, he leans towards abstracts and pictures "with a message," although he harks back, every now and then, to the classical school and does a straightforward painting of a house or a boat. Some samples of his work appear in the photographs on these pages. As a musician, Santasiere is an accomplished pianist. As a writer, he has a steady following among the readers of the *American Chess Bulletin*, who enjoy his unusual style of annotating chess games.





SANTASIERE

Santasiere's attitude towards chess is a reflection of his artistic leanings. He would rather lose a beautiful game of chess than win a stodgy one. He is an ardent admirer of the style of Frank J. Marshall, Paul Morphy and others who have perpetuated brilliancy in chess. He prefers open, attacking games and is the sponsor of the "Orang-Outang" opening in which anything can happen.

His friends will testify that Santasiere's talents as a host and chef are not the least of his accomplishments. The pictures on these pages were taken last month when he entertained some members of CHES REVIEW's staff in his bachelor apartment. After his day's work (he is a teacher in one of Manhattan's public schools) there is nothing he enjoys better than going home to this little retreat in the Bronx. Here, surrounded by his paintings, his books, his piano, his typewriter and his chessmen, Tony Santasiere lives in a world of his own creation, fashioned from his boyhood dreams.

—CHES REVIEW Photos by Ned Goldschmidt





Game of the Month

by

REUBEN FINE

Grandmaster Fine explains and annotates the outstanding game of each month in this popular department—an exclusive CHESS REVIEW feature.

Our choice this month is a good illustration of the solid, vigorous offensive which is so characteristic of Russian chess. While the winner's attack appears to progress slowly, in reality he overwhelms his opponent with the force of a tidal wave.

There is no doubt that we will hear a lot more from Bastrikov in the future. Vistanetzkis will be recognized as a former member of the Latvian team in the F. I. D. E. affairs.

CARO-KANN DEFENSE

| | |
|-----------|--------------|
| Bastrikov | Vistanetzkis |
| White | Black |

| | |
|----------|-------|
| 1 P-K4 | P-QB3 |
| 2 Kt-QB3 | |

Transposition; he intends nothing new.

| | |
|--------|------|
| 2 | P-Q4 |
| 3 P-Q4 | PxP |

One of the drawbacks of the Caro-Kann is that Black has so little opportunity to vary.

| | |
|--------|-------|
| 4 KtxP | Kt-Q2 |
|--------|-------|

A passive line, but the alternatives 4 ... B-B4 and 4 ... Kt-B3 are little better.

| | |
|----------|--------|
| 5 Kt-KB3 | KKt-B3 |
| 6 Kt-Kt3 | |

In such positions, where the defender is cramped, it is in White's interest to avoid exchanges.

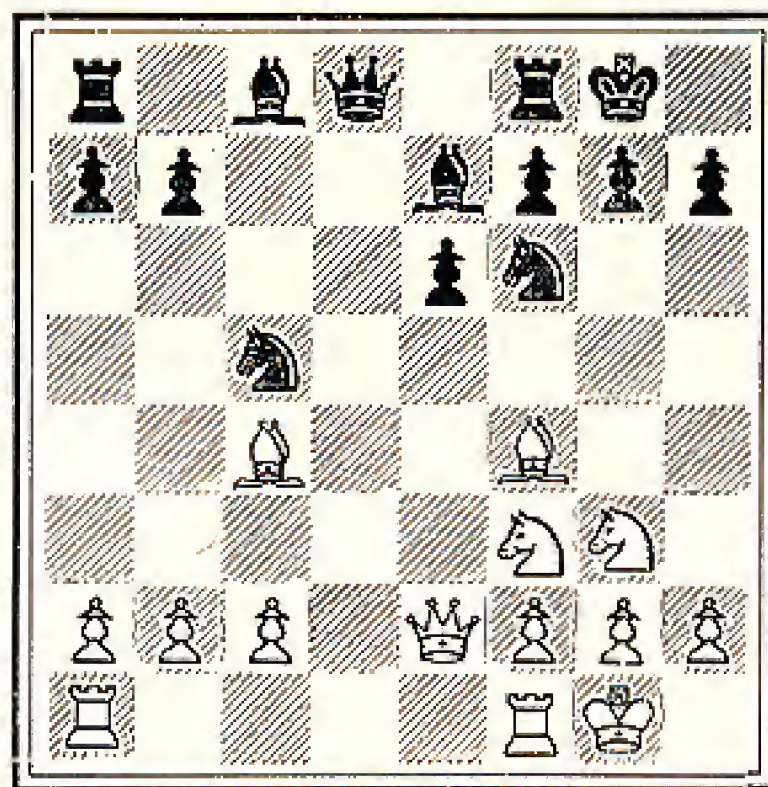
| | |
|---------|------|
| 6 | P-K3 |
| 7 B-QB4 | |

It is unusual to place the B here rather than at Q3 because White's natural plan is an attack against the Black King position. As the game proceeds, it will become clear what Bastrikov's original plan is.

| | |
|--------|------|
| 7 | B-K2 |
| 8 Q-K2 | P-B4 |
| 9 O-O | |

9 B-B4, followed by castling on the Q-side, is by no means bad.

| | |
|---------|------|
| 9 | O-O |
| 10 PxP | KtxP |
| 11 B-B4 | |



Now we see why the KB went to QB4 immediately. Had it been played to Q3, White would now have to lose a tempo to avoid exchanging it.

In the second phase of the game White may head for the endgame, where he has the advantage of the notorious Q-side majority of Pawns, or he may prefer to keep his forces intact and build up a K-side attack. The attack is more exciting and more elastic, so he goes in for it.

| | |
|---------|-------|
| 11 | Q-Kt3 |
| 12 P-B3 | |

Offhand 12 Kt-B5 looks good, but 12 ... PxKt; 13 QxB, B-K3 is too levelling.

| | |
|----------|-------|
| 12 | B-Q2 |
| 13 QR-Q1 | KR-Q1 |
| 14 Kt-Q4 | |

Centralization, preparing for an eventual advance of the K-side Pawns.

| | |
|----------|-------|
| 14 | QR-B1 |
| 15 KR-K1 | P-QR4 |

Not a happy thought. It merely safeguards the position of the QKt against a P-QKt4 chaser, but it yields the vital QKt5 square. A more logical plan was 15 ... P-QR3, to threaten the White KB shortly and if possible build up to a Q-side minority attack.

| | |
|----------|------|
| 16 P-KR4 | |
|----------|------|

White's offensive starts rolling.

| | |
|---------------|------|
| 16 | B-K1 |
| 17 B-KKt5 | Q-B2 |
| 18 Kt(Kt3)-B5 | B-B1 |

The maze of complications has begun. On the alternative 18 ... Kt(B4)-K5 White succeeds with a "desperado" in-between move: 19 KtxBch, QxKt; 20 BxP!, PxP; 21 QxKt and the rest is easy.

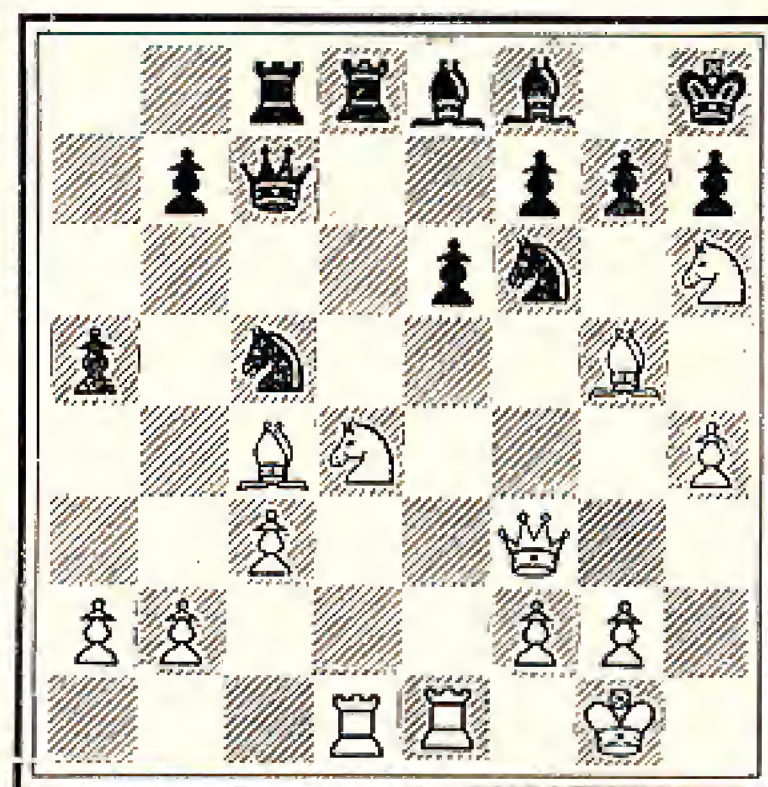
| | |
|------------|------|
| 19 Kt-R6ch | |
|------------|------|

19 BxKt, PxP; 20 Kt-K3 is a poor harvest, in view of Black's powerful Bishops.

| | |
|---------|------|
| 19 | K-R1 |
|---------|------|

Obviously, if 19 ... PxKt; 20 BxKt, threatening the Rook and Q-Kt4ch.

| | |
|---------|------|
| 20 Q-B3 | |
|---------|------|



Position after 20 Q-B3

If Black now plays 20 . . . Kt (B4)-K5 there are many intriguing and attractive combinations possible but none is quite sufficient for White. On 21 RxKt, KtxR; 22 BxR, RxB; 23 QxKt (or 23 BxP, PxKt!), QxB the simplification is all in Black's favor. Likewise 21 BxP, PxB; 22 KtxP, RxR!; 23 RxR, Q-K2 is inadequate.

The best for White would be 21 B-Q3!, KtxB; 22 PxKt, PxKt!; 23 PxKt!, with a much superior Pawn structure and strong attacking possibilities, though there is enough fight left for the defender to make the going tough.

20 Kt(B4)-Q2

As explained above, the alternative 20 . . . Kt(B4)-K5 is extremely complicated, but the line chosen is practically certain death.

21 BxP!

Obvious, but none the less elegant.

21 PxB
22 KtxP Kt-K4?

Good defense will not win the war but it is helpful in a chess game. The correct reply was the cold-blooded 22 . . . Q-B3. If then 23 Q-B4, B-Kt3; 24 BxKt, PxB; or 24 KtxR, RxKt and there is no immediate decision, though White should win in the long run. Equally strong for White is 23 QxQ (on 22 . . . Q-B3), PxQ; 24 KtxR, PxKt!; 25 BxKtch, KtxB; 26 Kt-K6. However, even though the endgame would be lost for Black in the long run he would have had excellent prospects in practice.

23 Q-B4 RxR
24 RxR Q-K2
25 QxKt(K5)

The simplest. White is now two Pawns ahead.

25 B-Q2
26 KtxB!

Not profound, but pretty.

26 QxKt
Or 26 . . . QxQ; 27 Kt-B7ch.
27 R-Q6

Here Black overstepped the time limit, as good a way to lose as any. White with his two extra Pawns and the attack can finish as he pleases. One elegant possibility is 27 . . . R-K1; 28 RxKt!, or even 28 QxKt!!

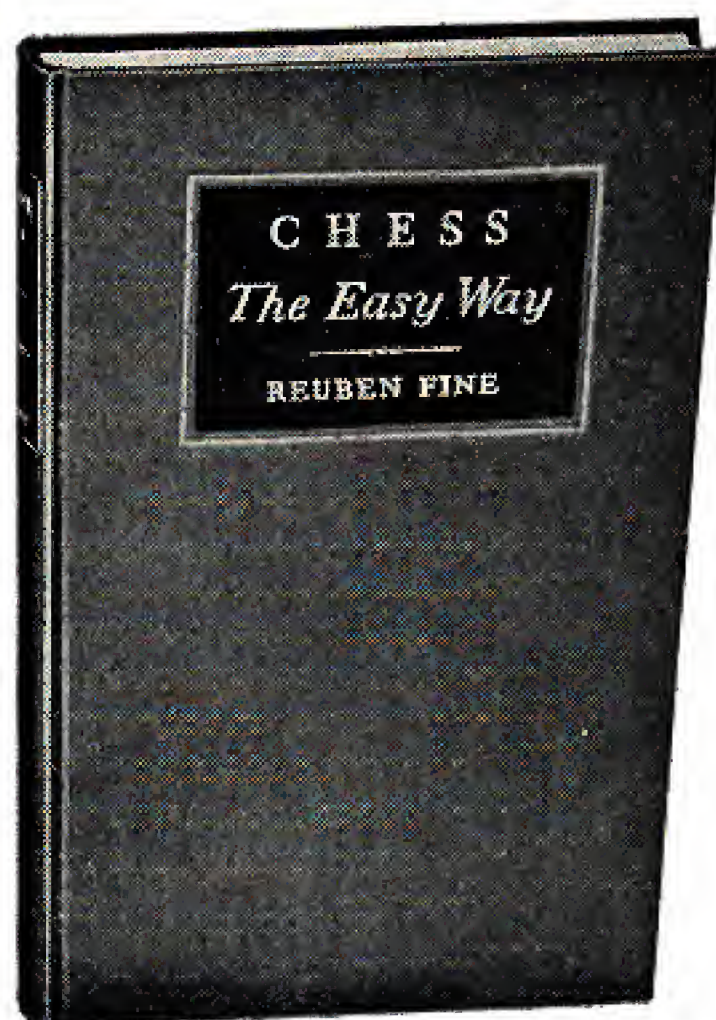
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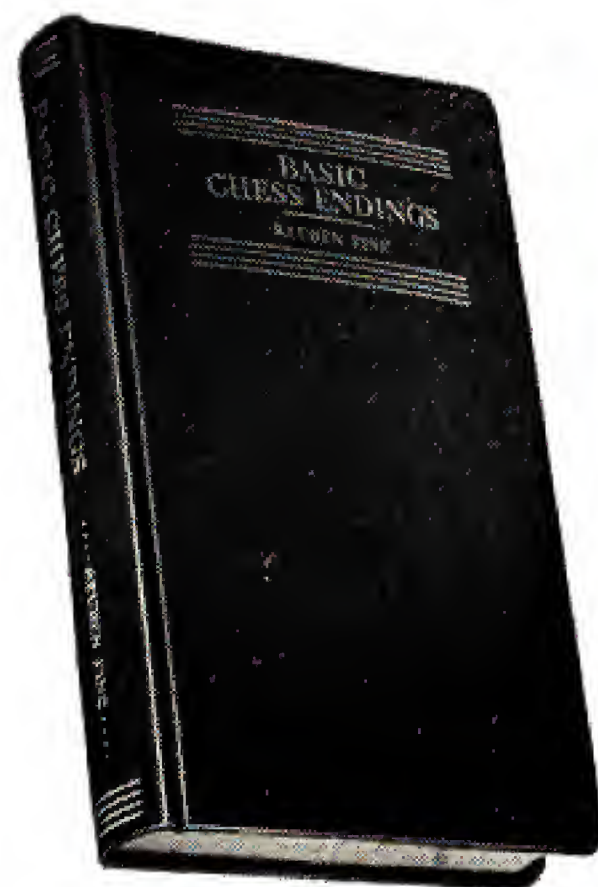
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The Grunfeld Defense



by

**Michael M.
Botvinnik**

**Absolute Chess Champion
of Soviet Russia**



*Translated from
Shakmati by J. K.*



MICHAEL MOISIAYOVITCH BOTVINNIK was born April 11th, 1911, somewhere in Russia, probably the Ukraine. He graduated as an electrical engineer, and in 1930 became a professional chessplayer, a career which in Russia implies a civil service status. Among his outstanding successes was the Moscow International Tournament of 1935, comprising eight visiting grandmasters and twelve of the strongest Russian masters. He tied with Flohr for first ahead of Capablanca, Lasker, Spielman (Stahlberg 16th!, Pirc 18th!). In 1936 he tied with Capablanca for first place in the great tournament at Nottingham, leaving a trail of grandmasters in his wake.

In 1941 he won the "absolute" championship of the U. S. S. R. in a grueling 20-round contest, showing his heels to Keres, Smyslov, Boleslavsky, Lilienthal and Bondarevsky. Botvinnik has gained an assured place in the circle of contenders for world's championship honors.

The Grunfeld Defense is a comparatively new opening and is now frequently adopted by masters in tournament play.

Its popularity is largely due to the fact that an unbalanced position is quickly reached; the trained technician, playing White, is less likely to be able to maintain the initiative of the first move against this defense.

The history of the opening dates back to 1922 when Ernst Grunfeld expounded the system for the first time. At the tournament of Tep-litz-Schonau, 1922, one of the earliest examples of the defense was recorded in a game between Kos-

tich and Grunfeld. The opening moves were as follows:

| White | Black |
|----------|---------|
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—KKt3 |
| 3 Kt—QB3 | P—Q4 |
| 4 P x P | Kt x P |
| 5 P—K4 | Kt x Kt |
| 6 P x Kt | B—Kt2 |
| 7 Kt—B3 | P—QB4 |

Meeting the defense for the first time, it was natural that Kostich should attempt to establish a pawn center. Later investigation, however, demonstrated that such a center lacks stability and can be

subjected to strong pressure.

Incidentally, in this early game Black did not play the strongest continuation as 6 . . . B—Kt2 is inferior to 6 . . . P—QB4.

* * * *

Since the original conception, it has been White's aim to limit the defender to passive resistance instead of the active counterplay which Black generally achieves with the freeing move . . . P—QB4.

In my match with Lowenfish, we played:

| White | Black |
|----------|--------|
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—KKt3 |
| 3 Kt—QB3 | P—Q4 |
| 4 P—K3 | B—Kt2 |
| 5 Kt—B3 | P—B3 |

Attaining the Schlechter variation of the Slav Defense. Although Black's last move leads to a fairly reliable position, it seems to violate the spirit of the Grunfeld Defense. There are no structural weaknesses in Black's position but his game will be restricted and it is unlikely he will be able to seize the initiative without a blunder on the part of his opponent.

With the fianchettoed Bishop at Kt2, it appears more natural to co-ordinate the pressure on the opposing center by an eventual . . . P—QB4.

At first glance it would seem that by a transposition of moves White could compel Black to adopt



—Soufoto

This picture, taken before the war, shows **BOTVINNIK** giving a simultaneous exhibition at the Stalin Auto Plant in Stalingrad. In Russia, where chess is the national game, masters are well satisfied if they do not lose more than half their games in a simultaneous exhibition!

the Schlechter Defense. Thus, if 5 . . . O—O (instead of 5 . . . P—B3); 6 Q—Kt3 and Black must defend his Pawn at Q4. However, it need not be defended by 6 . . . P—B3. Alatorzev has shown that 6 . . . P—K3 is playable. The fact that the QB is obstructed is of no importance, since it may be developed by way of . . . P—Kt3.

It becomes evident that after White's 4 P—K3, followed by Q—Kt3, Black is not obliged to adopt the Schlechter variation and can ultimately enforce the liberating move . . . P—QB4 without loss of tempi.

6 B—Q3

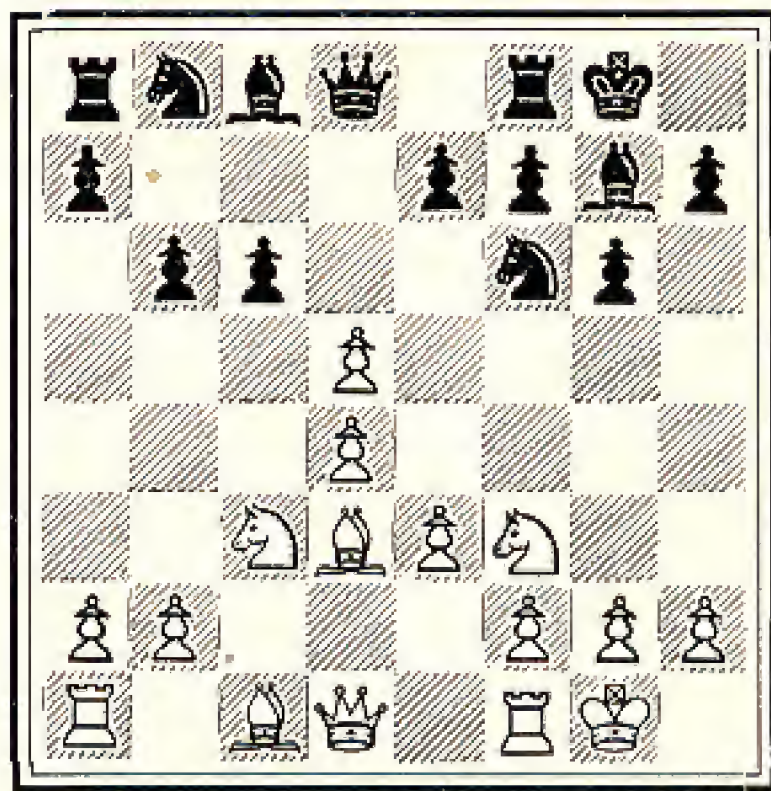
If 6 Q—Kt3, O—O; 7 B—Q2, the best line of development for Black is 7 . . . P—K3; 8 R—B1, QKt—Q2; 9 B—Q3, P—Kt3. This leads to complications and it is very difficult to give a final judgment. I never choose this continuation for White in the conviction that the natural 6 B—Q3 is the stronger move.

6 O—O
7 O—O

With advantage for White. However, in a later game we continued:

7 P—Kt3
8 P—QKt3?

Proper was 8 P x P, curtailing the elasticity and mobility of the adverse center, when White would have the edge. The position after the correct move of 8 P x P is shown in the diagram below.



Position after 8 P x P

* * * *

On occasion, White has attempted an early refutation of the Grünfeld Defense, as in the following example:

| White | Black |
|----------|--------|
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—KKt3 |
| 3 Kt—QB3 | P—Q4 |

4 B—Kt5

This last move is intended to compel a passive defense of the center on account of the indirect pressure it exerts in that direction.

4 Kt—K5!

However, this not only takes the sting out of White's threats, but also leaves the Bishop stranded.

5 Kt x Kt

An inferior alternative is 5 P x P, Kt x B; 6 P—KR4. At best, White recovers his piece, and Black is left with the advantage of the Bishops.

5 P x Kt
6 Q—Q2 B—Kt2
7 O—O—O P—QB4

With excellent prospects for Black (Alatorzev-Flohr, 1939.)

It should be noted here that Black's 7 . . . P—QB4 must be played before castling in order that the KP will be defended if Queens are exchanged.

If now 8 P—Q5, Kt—Q2 and Black has nothing to fear.

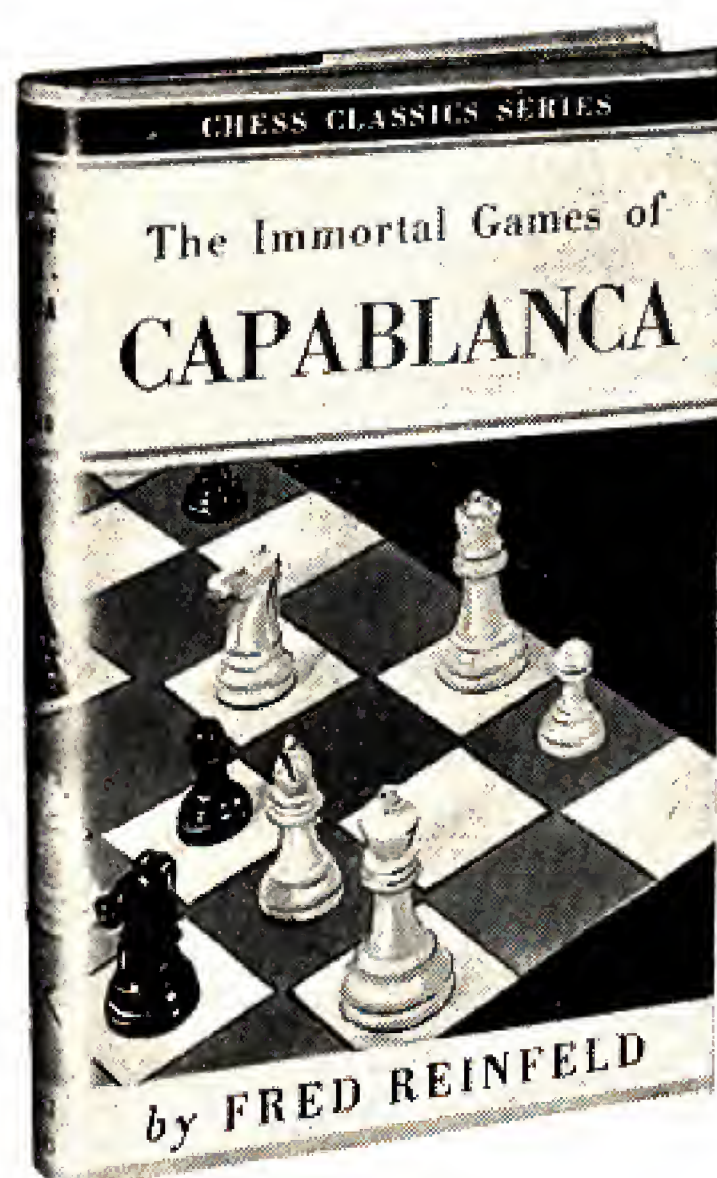
* * * *

Since 1933, variations formulated by Ragozin have assumed theoretical significance. An early development of the White Queen at Kt3 presented Black with the problem

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of how to defend his QP.

The following is from a game Botvinnik-Lowenfish:

| White | Black |
|----------|--------|
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—KKt3 |
| 3 Kt—QB3 | P—Q4 |
| 4 Kt—B3 | |

4 Q—Kt3 at once is even sharper.

| | |
|-----------|-------|
| 4 | B—Kt2 |
| 5 Q—Kt3 | P—B3 |

Here, the defense of the QP by . . . P—K3 either necessitates . . . P—B3 a few moves later or leads to an unsatisfactory game. Thus, if 5 . . . P—K3; 6 P x P, P x P; 7 B—Kt5 and Black must still play . . . P—B3. If, to avoid this, Black recaptures on his sixth move with the Knight, 6 . . . Kt x Kt, then 7 P—K4, Kt x Kt; 8 P x Kt and Black is left with a serious weakness which can be exploited on the diagonal QR3 to KB8; for instance, if 8 . . . P—QB4; 9 B—QR3, P x P; 10 P x P and Black cannot castle.

6 P—K3

And Black was lured into the Schlechter variation, giving White an edge.

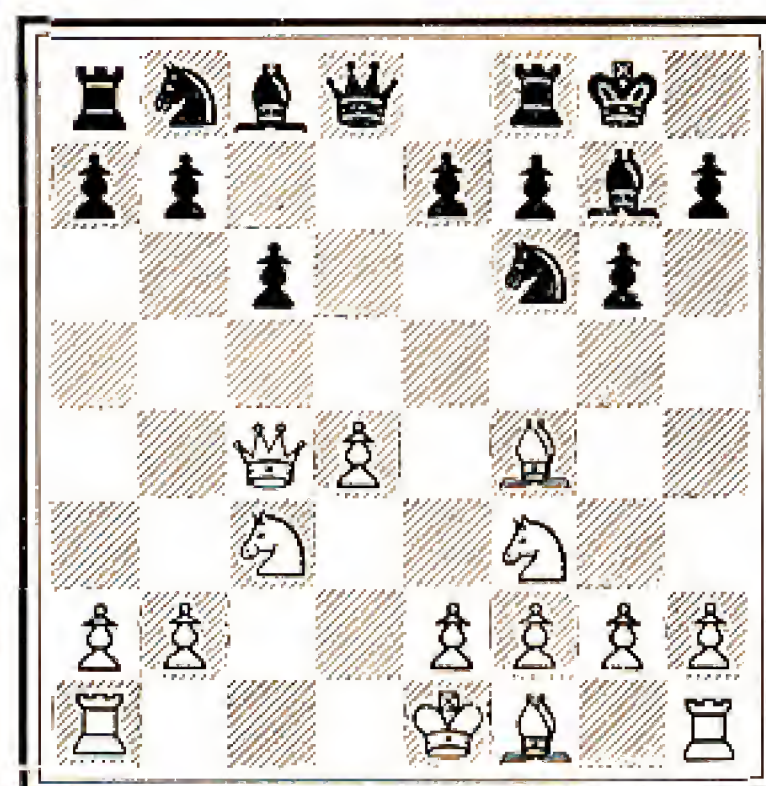
* * * *

The fate of the Grunfeld rests on the efficacy of Black's fourth move. To avoid the passive aspects of the Schlechter Defense, Black has resorted to an early exchange of his QP as illustrated below:

| White | Black |
|----------|--------|
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—KKt3 |
| 3 Kt—QB3 | P—Q4 |
| 4 Q—Kt3 | P x P |
| 5 Q x BP | B—Kt2 |

5 . . . B—K3; 6 Q—Kt5ch, Kt—B3 requires acute play but seems to favor White.

| | |
|---------|------|
| 6 Kt—B3 | O—O |
| 7 B—B4 | P—B3 |



This position is difficult to appraise. However, White's mobile Pawn center and excellent development of his pieces should tell in his favor.

(Continued next month)

CHESS NEWS OF THE MONTH

• MOSCOW

According to Intercontinent-News, Ragozin and Zagoryansky tied for first and second places in the chessmasters' tournament held recently in the Dynamo Stadium, Moscow. The tourney was dedicated to the 25th anniversary of the Red Army and began on February 10th. Third place was won by Ravinsky. Other competitors were Alatorsev, Yudovich, Panov, Romanovsky, Mikenas, Lisitsyn. The two leaders met in the last round with even scores and after a tense struggle lasting several hours agreed to a draw.

Ragozin and Zagoryansky thus qualified to compete in the All-Union Chess Tournament scheduled to begin at Sverdlovsk early in April. This is one of the most important chess events ever held in Russia as the list of competitors includes Grandmasters Botvinnik, Smyslov, Flohr, Lilienthal, Lowenfish; Ukrainian Champion Boleslavsky; Azerbaidjan Champion Makagonov. It will be Botvinnik's first appearance in an important tournament since he won the title of Absolute Chess Champion of Russia about two years ago. An electrical engineer, Botvinnik has devoted all his time to scientific work in the laboratory of one of the large power plants in the Urals. The tourney will also mark the reappearance of Salo Flohr, youthful Czecho-slovakian Grandmaster who has now acquired Soviet citizenship. The others are all top-ranking Russian players and have participated in tournaments conducted during the war. Boleslavsky has probably been awarded the title of Grandmaster as he recently won a tournament at Kuibyshev, one point ahead of Smyslov; the latter is Russia's youngest Grandmaster and winner of the Moscow Championship Tourney, last December, in which Boleslavsky placed second.

• SYRACUSE, N. Y.

The 44th Open Tournament of the U. S. Chess Federation, together with the annual New York State Championship and Class Tournaments, will be held in the grand ballroom of the Hotel Syracuse, Syracuse, N. Y., from August 14th to 28th. The Open Tourney will be sponsored jointly by the U. S. C. F. and the N. Y. State Chess Association.

California's Herman Steiner, co-holder of the open title, hopes to be able to attend the meeting and N. Y. State Champion I. A. Horowitz will be present to defend his title or compete in the open event. As usual, there will be tournaments for masters, experts, amateurs.

Financial arrangements will be

handled by Fritz Brieger, president of the Queens Chess Club and treasurer of the State body. Management of the tournaments will be in the hands of Paul G. Giers, president of the State Association. Mrs. Carl S. Nye, secretary, will also be active in the arrangements.

For further information, write Paul G. Giers, 2304 South Avenue, Syracuse, N. Y.

• PHILADELPHIA

John R. Chamberlin won first prize in the "Blue Ribbon" division of the Union League's annual chess tournament, recently concluded. Second prize in this first division went to Charles A. Gill. In the "Red Ribbon" division, Raymond M. Remick won first prize, J. Spencer Halkett second. A total of 32 players took part in this highly successful affair.

A tournament is now being held at Allentown, Pa., for the championship of Lehigh County. Twenty-four players participated in the qualifying rounds and 12 remain in the finals. Leading at the half-way mark is O. G. Werner, who defeated former champion W. H. Steckel.

• LOS ANGELES

Herman Steiner won the championship of California with 17 straight wins in the annual State Tournament recently concluded. Second place went to Dr. Salo Finkelstein. One important game is still pending to decide third and fourth places.

• WASHINGTON, D. C.

The Washington Chess Divan has another new wrinkle! They have started their own private "war," splitting the whole club into two "families"—the Hatfields and the McCoys! The first feud—or the first battle of the feud—occurred on April 7th when 17 "Hatfields" gave 17 "McCoys" a 10—7 whippin'—to the tune of a lot of fun. They plan a renewal of these hostilities on the first Wednesday of each month. Reuben Fine-McCoy (and he's the real McCoy) cracked down on club secretary Norval P. Wigington-Hatfield at Board 17.

The Divan held its Club Championship Rapid Transit Tourney on March 24th. Don Mugridge and Oscar Shapiro tied for first, 6—2; Martin Stark, Howard Shelton and Meyer Shultz split third place money, each scoring 5—3. Mugridge and Shapiro will play a speed match for the title on April 28th; first man to win 4 games will be the champion.

The District Chess Championship Tourney will begin at the Divan on the evening of April 24th.

The lecture course for beginners conducted by Emil Skraly at the Federal Chess Club has proved highly popular.

• CLEVELAND

Play has begun in the annual championship tourney of the Cuyahoga Chess Club (1557 Union Commerce Bldg.) with 11 entries in Class A and 8 in Class B. Free instruction in chess is being given at this club every Monday evening from 9 to 10. Classes are conducted by Dr. A. V. Goetz and the average attendance is over 20.

The Queens Women's Chess Club of Cleveland recently celebrated its fifth anniversary with a dinner party at the Alpine Village. New officers of the club are Miss Pauline Papp, president; Miss Anne Christy, recording secretary; Mrs. Mary Grove, corresponding secretary; Miss Eva Otto, treasurer. Team captains are Mrs. Hede Rheinstein and Mrs. Esther Torrance. Mrs. Herbert Taylor is social secretary and Mrs. Mena Schwartz publicity secretary.

• NEW YORK

The Marshall Chess Club, victorious in the final round by 6½—1½ over the Queens Chess Club, retained the championship of the Metropolitan Chess League. Grandmaster Frank J. Marshall played for his club, defeated A. P. Wyschogrod in a lively game. Final standings and match scores: Marshall 4½—½; Bronx-Empire 4—1; West Side 2½—1½; Queens 2—3; City College 1—3; North Jersey 0—5. London Terrace won the title in the B group. Final standings: London Terrace 3½—½; Marshall 3—1; Queens 2½—1½; Staten Island 1—3; Boro Park 0—4.

The Manhattan Chess Club staged a "farewell" party in honor of chessmaster Arnold S. Denker on April 14th. About 100 members and friends attended this old-fashioned "beer and skittles" affair. Twenty players competed in a rapid tourney for the club's Speed Championship. In the masters' group, Al Horowitz and A. Kupchik tied for the title with 7—2 each, half a point ahead of Denker. The latter had made all preparations for induction but the Army medics rejected him at the last minute.

Benjamin Altman is now recognized as champion of the Queens Club. Wyschogrod, who tied with Altman in the club's title tournament, forfeited a match arranged to break the deadlock.

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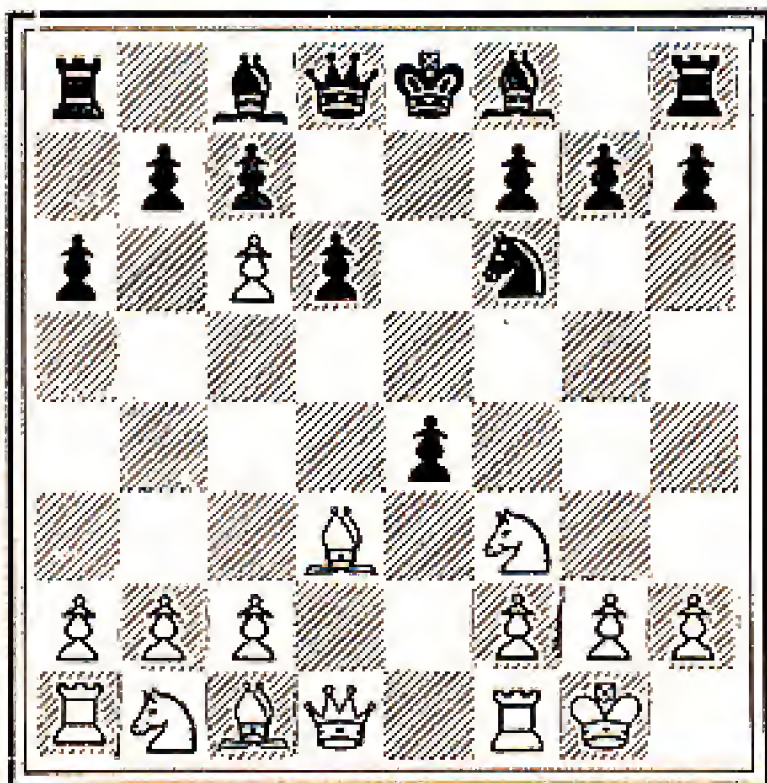
In spite of its apparently heavy, positional appearance, the Ruy Lopez is full of sparkling play and abounds in subtle pitfalls. So numerous are they and so well hidden, that they find victims in almost every tournament, and these victims include masters as well as amateurs!

Winning Trap No. 5

Won by Nimzovich in simultaneous play.

You are White.

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | Kt-B3 |
| 4 O-O | P-Q3 |
| 5 P-Q4 | KtxP |
| 6 P-Q5 | P-QR3 |
| 7 B-Q3 | Kt-B3 |
| 8 PxKt | P-K5 |



| | |
|-----------|------|
| 9 R-K1 | P-Q4 |
| 10 B-K2!! | PxKt |
| 11 PxQKtP | |

Now, if Black plays 11 . . . PxP, then 12 PxR(Q) and Black cannot play 12 . . . PxQ, as his pawn is pinned.

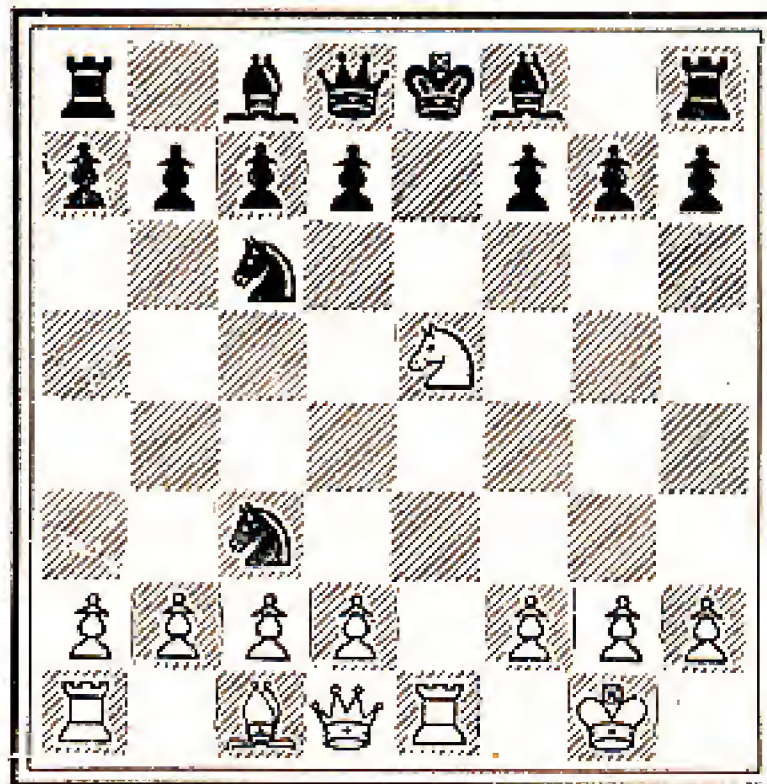
| | |
|--------------|-----------------------|
| 11 | BxP |
| 12 B-QKt5 | double check and mate |

Winning Trap No. 6

You are White

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | Kt-B3 |
| 4 O-O | KtxP |
| 5 R-K1 | Kt-Q3 |
| 6 Kt-B3 | KtxB |

7 KtxP Kt(Kt4)xKt

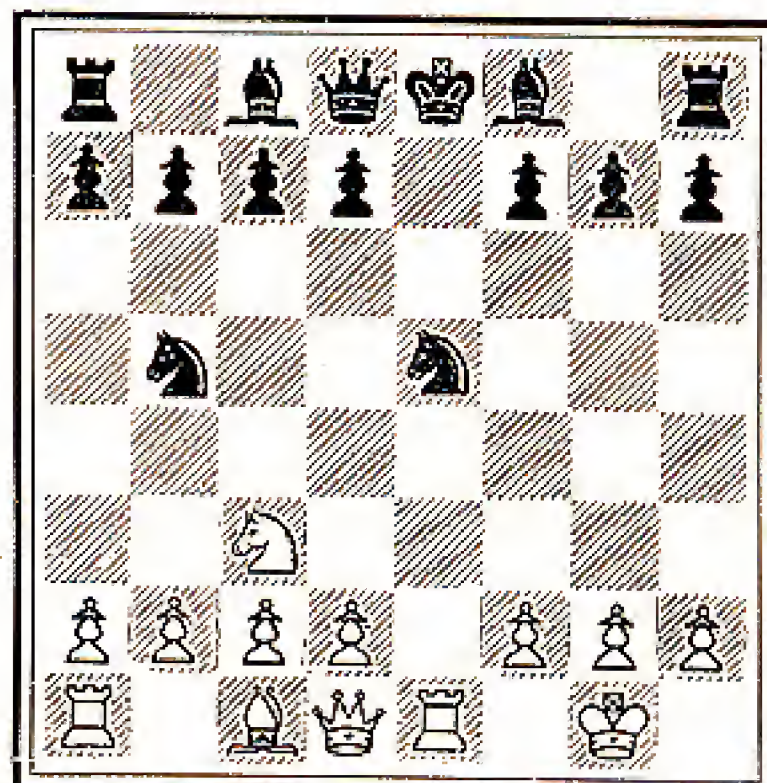


| | |
|-------------------|------------------------------|
| 8 KtxKtch | B-K2 |
| 9 KtxB | KtxQ |
| 10 Kt-Kt6ch | Q-K2 |
| 11 KtxQ | any |
| 12 KtxB and wins, | as the Black Knight is lost. |

Winning Trap No. 7

You are White

| White | Black |
|----------|-----------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | Kt-B3 |
| 4 O-O | KtxP |
| 5 R-K1 | Kt-Q3 |
| 6 Kt-B3 | KtxB |
| 7 KtxP | Kt(B3)xKt |



| | |
|-----------|------|
| 8 RxKtch | B-K2 |
| 9 Kt-Q5! | O-O |
| 10 KtxBch | K-R1 |
| 11 Q-R5 | |

threat: 12 QxRPch, KxQ, 13 R-R5 mate.

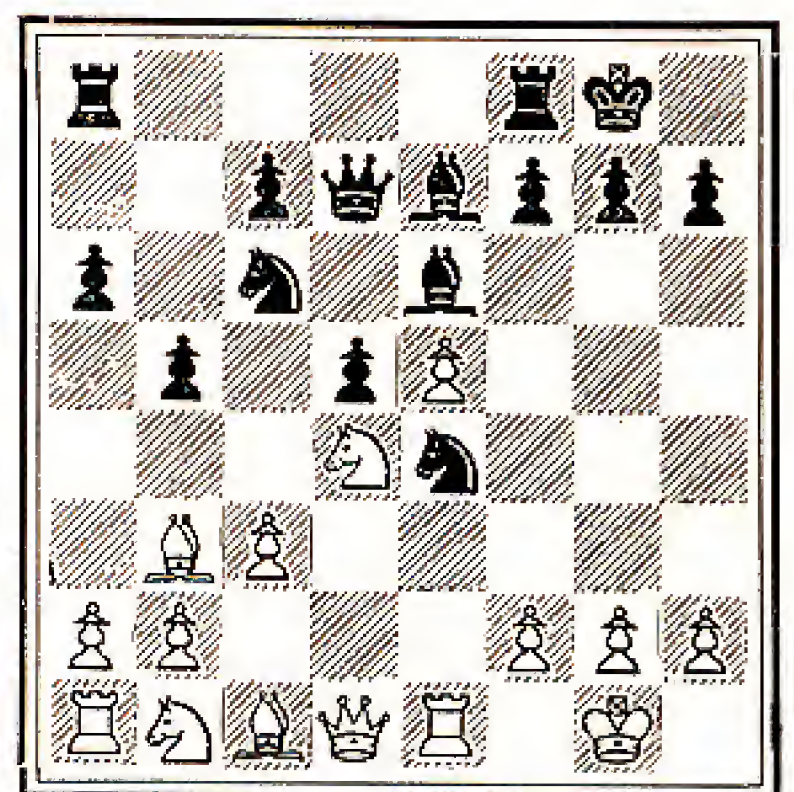
| | |
|--------------|--------|
| 11 | P-KKt3 |
| 12 Q-R6 | P-Q3 |
| 13 R-R5 | PxR |
| 14 Q-B6 | mate |

Winning Trap No. 8

One of the famous "Tarrasch" traps, which ensnared Zukertort and Gunsberg, among others.

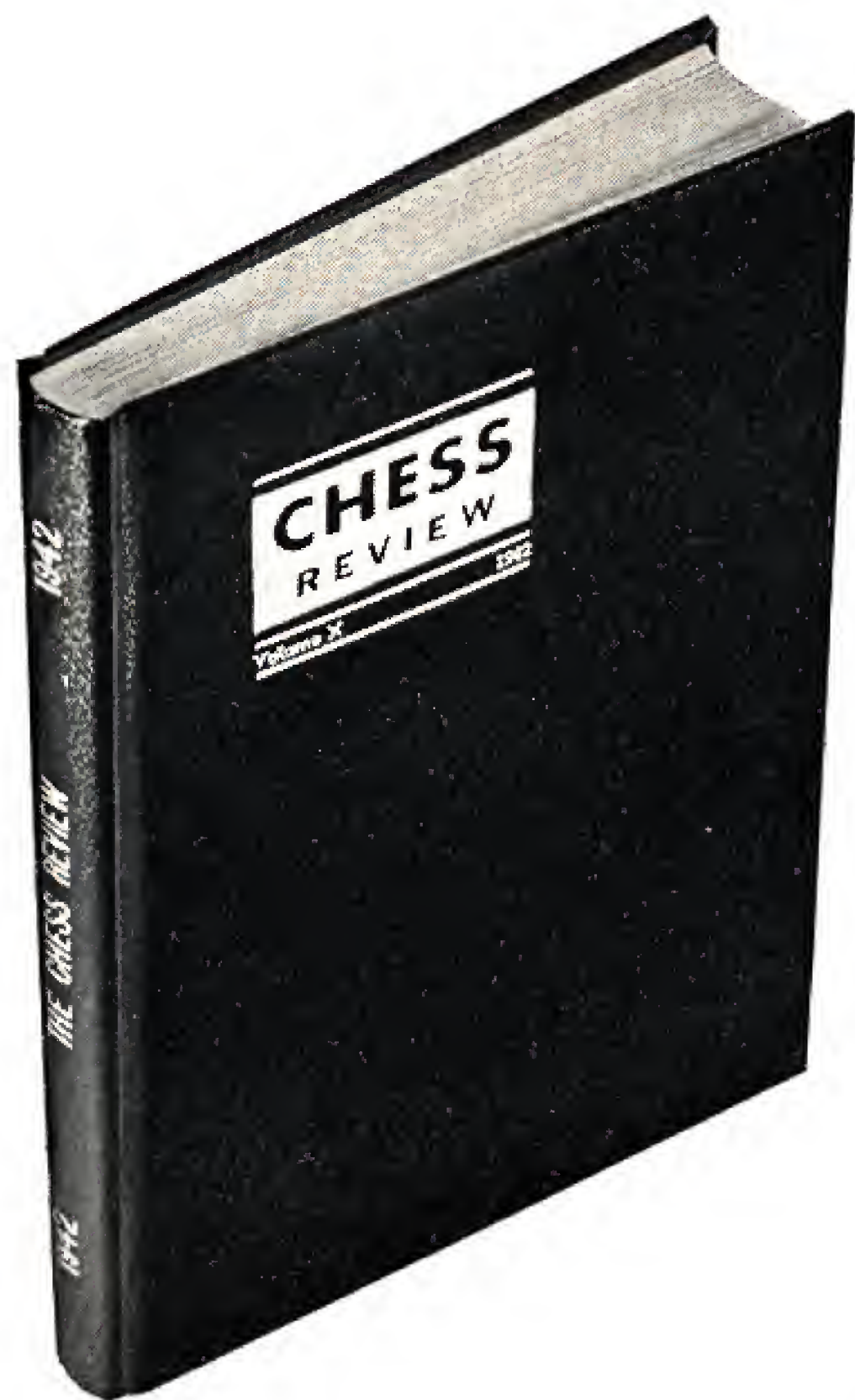
You are White

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |
| 5 O-O | KtxP |
| 6 P-Q4 | P-QKt4 |
| 7 B-Kt3 | P-Q4 |
| 8 PxP | B-K3 |
| 9 P-B3 | B-K2 |
| 10 R-K1 | O-O |
| 11 Kt-Q4 | Q-Q2 |



| | |
|---------------------------|---|
| 12 KtxB | QxKt |
| 13 RxKt and wins a piece, | as the Pawn is pinned. Note that if Black had captured PxKt, at his twelfth move, then 13 RxKt still wins a piece, as the Pawn dare not recapture the Rook. |

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Make Black's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

This brilliant game, with moves and notes quoted from "Rubinstein's Chess Masterpieces", was played against Teichmann in a match which took place in 1908.

Notes refer to White moves.

(a) A commonplace idea nowadays, but highly original in 1908! The move of course indicates White's intention to attack at all cost.

(b) Doubtless an unexpected move; the idea is to make room for the coming Pawn advance.

(c) If now 16 . . . KtxKtP; 17 KtxKt, QxKt; 18 BxPch, K—B1; 19 P-R6! P-Kt3; 20 QR-Kt1 followed by BxP.

(d) A delightful surprise. The following attack has to be very well timed.

(e) If this is answered by 19 . . . PxP there follows 20 KtxKt, PxKt; 21 Kt-Kt5ch, K-R3; 22 PxPch, KxP; 23 KtxPch, K-B2; 24 QxPch, etc.

(f) This cannot be met by 20 . . . QxKt; 21 PxPch, KxP because of 22 Kt-Kt5ch.

(g) Very fine, and the whole point of the attack. The hardest variation is 21 . . . BPxP!; 22 Kt-R4! P-KKt4; 23 Kt-Kt6, Q-B3; 24 P-R7ch and wins.

(h) By no means obvious. Almost any other player would grab the Queen.

(j) If now 26 . . . BxR; 27 Q-K6ch. Or 26 . . . RxR; 27 QxP(B6), B-Kt5; 28 R-R1, R-Kt2; 29 Q-K6ch, etc.

The name of the great Akiba Rubinstein brings to mind a master famed for the subtlety and rigorous accuracy of his position play, the microscopic ingenuity of his classic endings.

Paradoxically, he is less famous in the realm of combination play, despite the fact that he has produced many beautiful examples of lively chess. If any proof is needed, here it is! Take the WHITE pieces as Rubinstein's partner and see if you can work out the magnificent smash-up of Black's position.

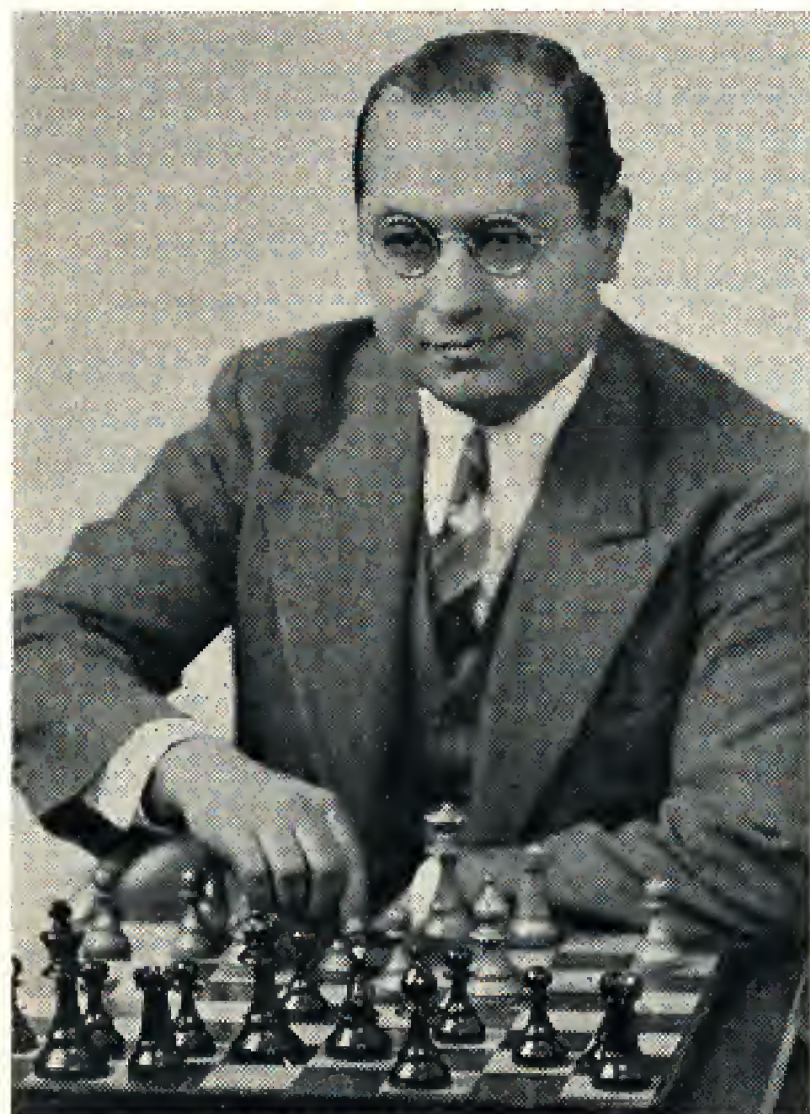
MAKE THESE OPENING MOVES

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, Kt-KB3; 4 B-Kt5, QKt-Q2; 5 P-K3, B-K2; 6 Kt-B3, O-O; 7 Q-B2. Now continue with the moves in the box below.

| Played White | Score Par | Black Played | Your Selection for White's Move | Your Score |
|------------------|-----------|-----------------------|---------------------------------|------------|
| | | 7 P—QKt3 | ----- | ----- |
| 8 P x P | 3 | 8 P x P | ----- | ----- |
| 9 B—Q3 | 3 | 9 B—Kt2 | ----- | ----- |
| 10 O—O—O! (a) | 6 | 10 P—B4 | ----- | ----- |
| 11 P—KR4 | 5 | 11 P—B5 | ----- | ----- |
| 12 B—B5 | 3 | 12 R—K1 | ----- | ----- |
| 13 B x KKt! (b) | 6 | 13 Kt x B | ----- | ----- |
| 14 P—KKt4! | 6 | 14 B—Q3 | ----- | ----- |
| 15 P—Kt5 | 4 | 15 Kt—K5 | ----- | ----- |
| 16 P—R5! (c) | 6 | 16 Q—K2 | ----- | ----- |
| 17 QR—Kt1 | 4 | 17 P—QR3 | ----- | ----- |
| 18 B x Pch!! (d) | 10 | 18 K x B | ----- | ----- |
| 19 P—Kt6ch! (e) | 6 | 19 K—Kt1 | ----- | ----- |
| 20 Kt x Kt! (f) | 6 | 20 P x Kt | ----- | ----- |
| 21 P—R6! (g) | 10 | 21 P—B3 | ----- | ----- |
| 22 P x P! | 5 | 22 P x Kt | ----- | ----- |
| 23 R—R8ch | 3 | 23 K x P | ----- | ----- |
| 24 R—R7ch | 2 | 24 K—Kt1 | ----- | ----- |
| 25 Q—B5! (h) | 10 | 25 P—B6 | ----- | ----- |
| 26 R x Q (j) | 2 | 26 Resigns | ----- | ----- |
| Total Score | 100 | Your percentage ----- | | |

LET'S PLAY CHESS!

A Picture Guide to the Game of Chess



IRVING CHERNEV

By **IRVING CHERNEV**

Associate Editor of **CHESS REVIEW**

and

KENNETH HARKNESS

Managing Editor of **CHESS REVIEW**

This series began last month, in the March issue. The series is intended for beginners and will form a complete course of instruction in the rules and tactics of the game.

By following this course, with its remarkable illustrations, diagrams, examples and practice drills, the learner can quickly and easily master the basic principles of chess. Part 3 will appear next month—in the May issue.

SPECIAL OFFER!

This pictorial, self-teaching guide to chess has been widely acclaimed as the clearest, easiest presentation of the rules of chess ever published. It enables those who have never played chess to quickly comprehend the elements of the game.

The demand for the March issue of **CHESS REVIEW**, containing Part One of the series, greatly exceeded our estimates and this issue is now out of print. In order that new subscribers may be able to start the course from the beginning, we have reprinted Part One and these reprints are available at the nominal cost of 10 cents each.

There is no better way of introducing chess to your friends than by sending each of them a 4-month sample subscription to **CHESS REVIEW** at the bargain price of \$1. We will start each new subscriber with this issue of **CHESS REVIEW** and we will include the reprint of **LET'S PLAY CHESS, Part One**, free of charge. Your friends will be given the opportunity of learning chess by this easy, attractive method and you will be helping to spread interest in the Royal Game. For each trial subscription you send us we will mail you one of our new **Eazy-Play Pocket Chess Sets (25c)** as a token of appreciation of your co-operation.

Send the names and addresses of your friends, with \$1 for each sample 4-month subscription, to **CHESS REVIEW**, 250 West 57th Street, New York, N. Y.

PART TWO

In the first part of this series we described and illustrated the moves of the King, Rook, Bishop, Queen and Knight. For the benefit of new readers, we will summarize the moves of these pieces:

The King moves one square at a time in any direction.

The Rook moves North, South, East or West and may travel any desired number of squares in one move, provided there is no obstructing piece.

The Bishop moves diagonally. It may also travel any desired number of squares in one move, provided there is no obstruction.

The Queen combines in one piece the moves of a Rook and Bishop.

The Knight (starting from a Black square) leaps over one square and lands, to the right or left, on a White square. It leaps in a similar manner from a White to a Black square. The Knight is the only piece that leaps over intervening men.

Any of the above pieces can capture an enemy piece on a square to which it can move. To capture, the enemy piece is removed and the capturing piece occupies the square on which it stood.

This month, we continue with a description of how the Pawn moves and how the Pawn captures. The Pawn is the only chessman which does not capture in the same way as it moves. We also explain how a chess game is won and the meaning of "check" and "checkmate".

How the PAWN Moves

The Pawn is the soldier of chess. He marches **STRAIGHT FORWARD — ONE SQUARE AT A TIME.**

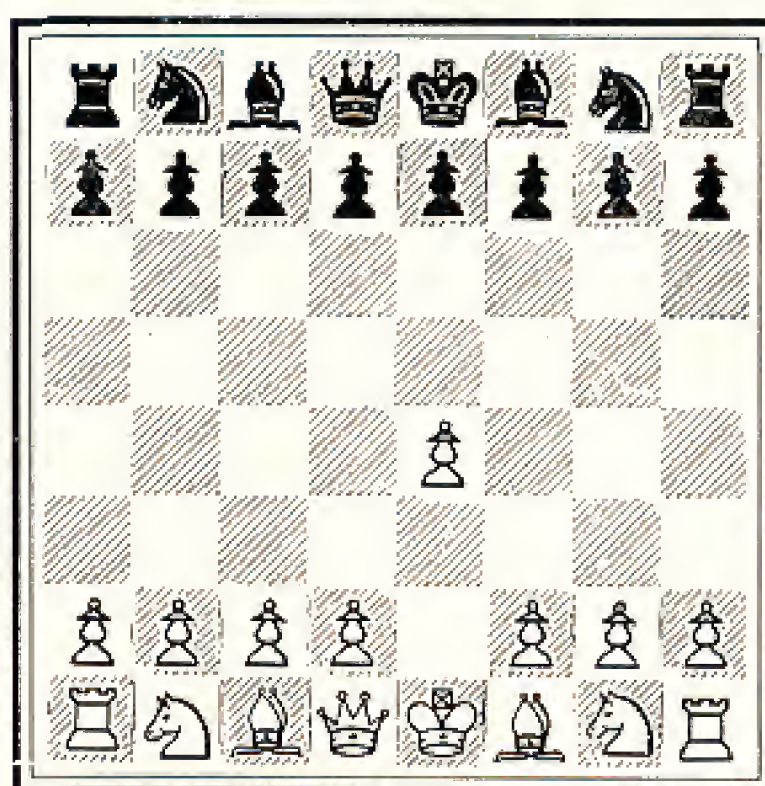
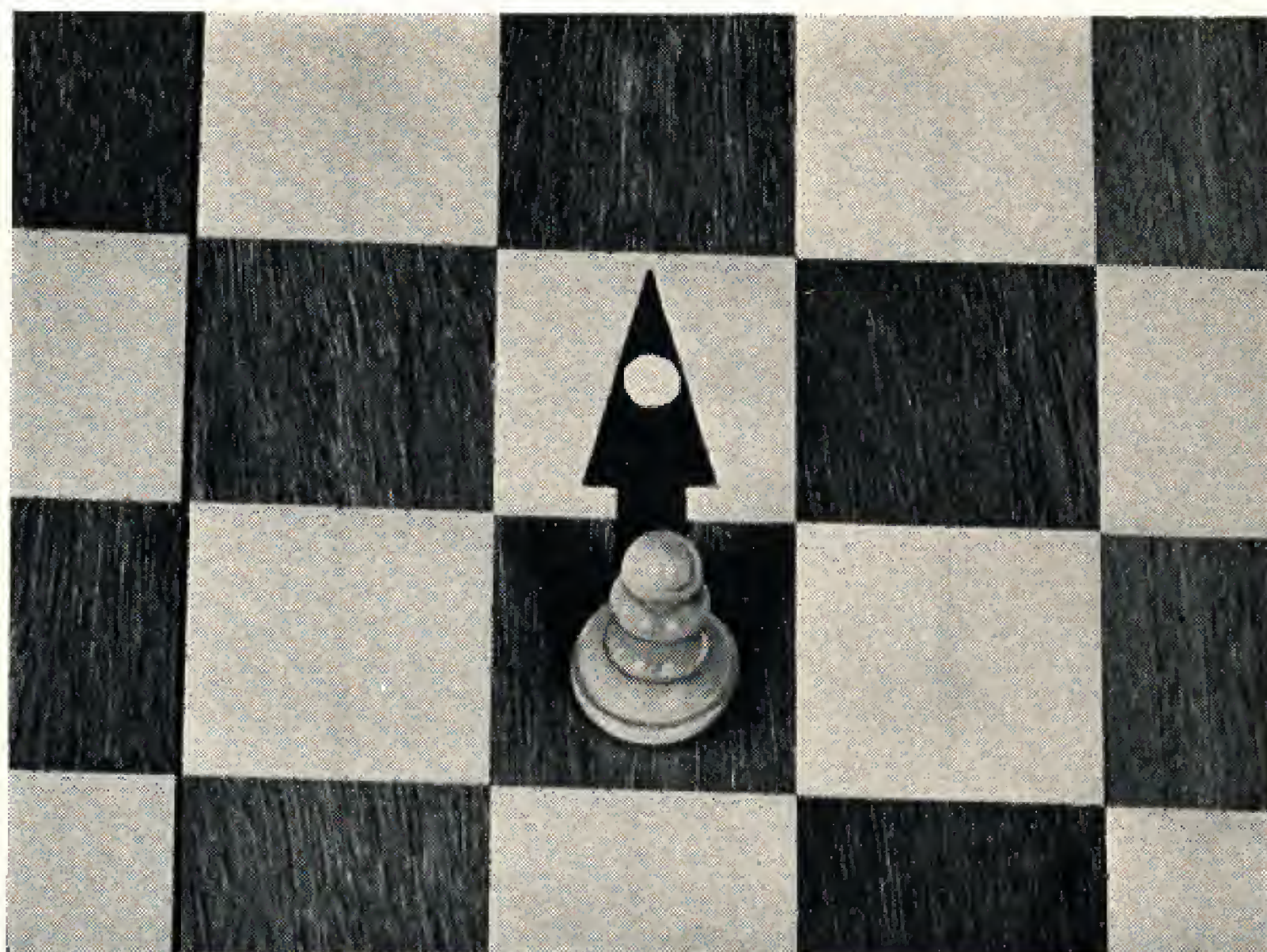
The Pawn in the picture at the right has only **ONE MOVE.** He can go forward one square, as indicated by the arrow. He cannot move backwards, nor in any other direction.

If a friendly piece were located on the square immediately in front of this Pawn (the square indicated by the dotted arrow tip), the Pawn would be **completely blocked** and could not move. Moreover, the Pawn would be similarly obstructed by an **enemy** piece on this square, because the Pawn, unlike other pieces, does **NOT** capture as it moves. (The Pawn's method of capturing is described on the next page.)

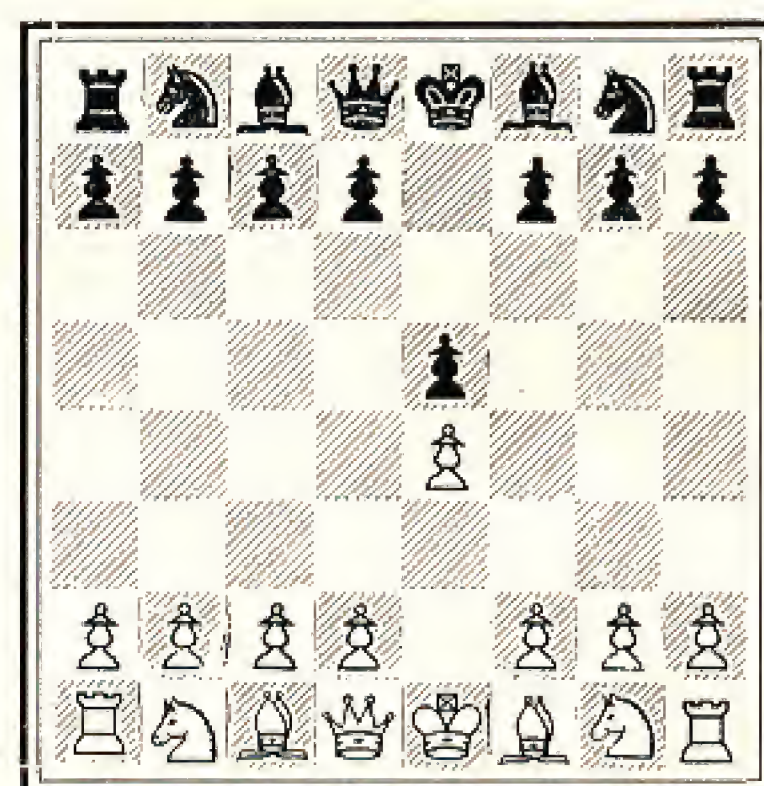
On his **FIRST MOVE**, the Pawn has the **CHOICE** of moving forward **ONE OR TWO SQUARES.** After his first move he may continue up the board, but only one square at a time.

The eight Pawns in the picture below are lined up in their original positions at the beginning of the game. (See Starting Line-up.) From this starting position, each Pawn may move forward **either one or two squares**, as indicated by the dotted arrows.

Remember, it is only when the Pawn moves **for the first time** that it is permitted to go forward two squares. Furthermore, both squares must be vacant.



1 The white Pawn in the center has moved forward two squares. This is a popular and good opening move.



2 In reply, the black Pawn has advanced two squares. Now these two Pawns block each other and neither can move.

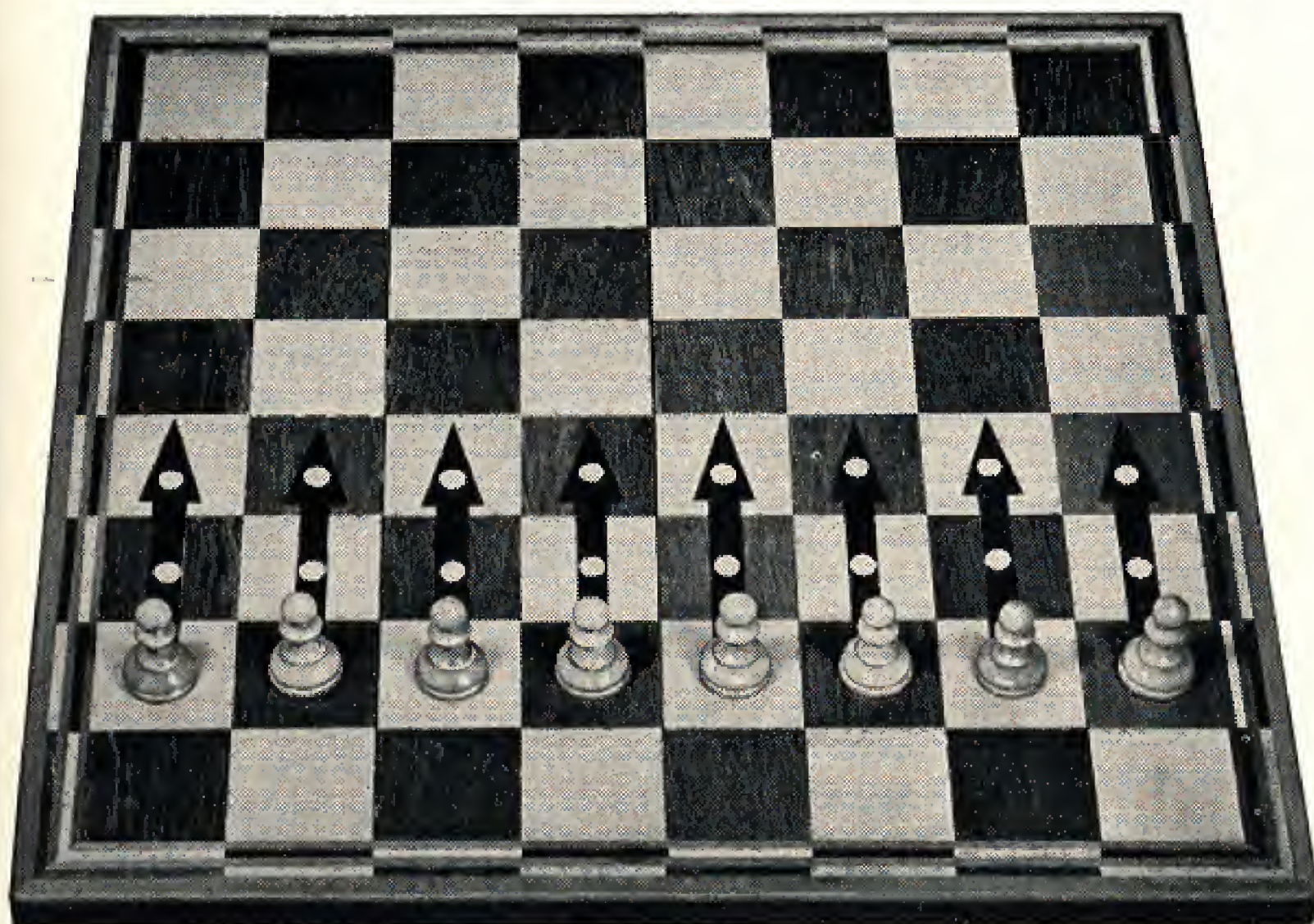
The two moves pictured in the above diagrams are frequently used to start a game of chess. At the beginning of the game, the only pieces that can move are the Pawns and the Knights; all others are blocked.

In Diagram 1, White (the player handling the white pieces) advanced his King's Pawn (the Pawn in front of his King) and thus unblocked his Queen and one of his Bishops (the King's Bishop — next to the King).

In Diagram 2, Black (the player handling the black pieces) made the same move with his King's Pawn and similarly released his Queen and King's Bishop.

NOTE: As each player moves his Pawns forward (towards his opponent) it follows that the white and black Pawns always move in opposite directions.

In chess diagrams, it is understood that the white Pawns move **UP** the board and the black Pawns move **DOWN** the board, unless stated to the contrary.



How the PAWN Captures

The Pawn can **CAPTURE** an enemy unit on either of the two squares **DIAGONALLY IN FRONT** of the Pawn.

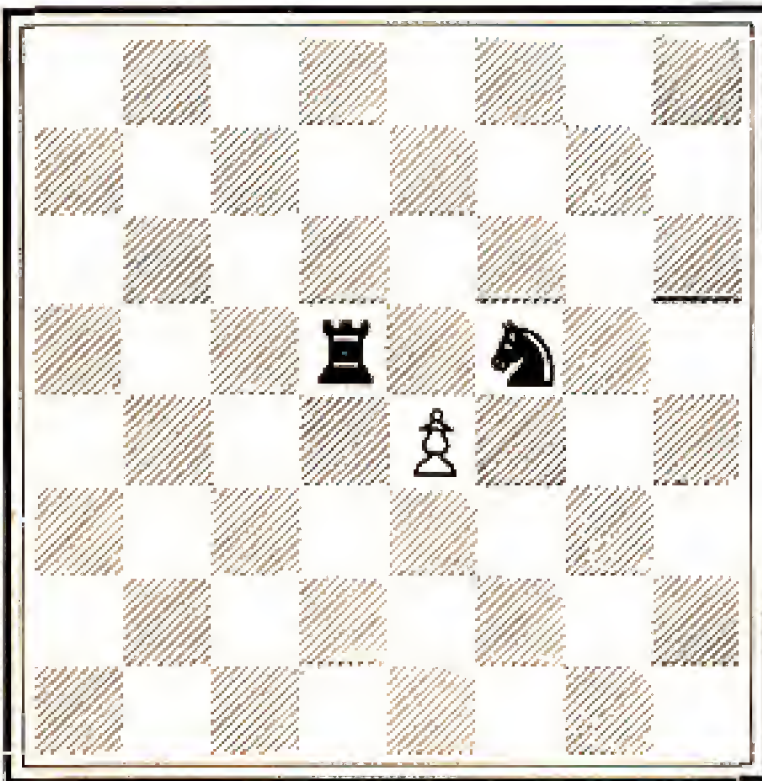
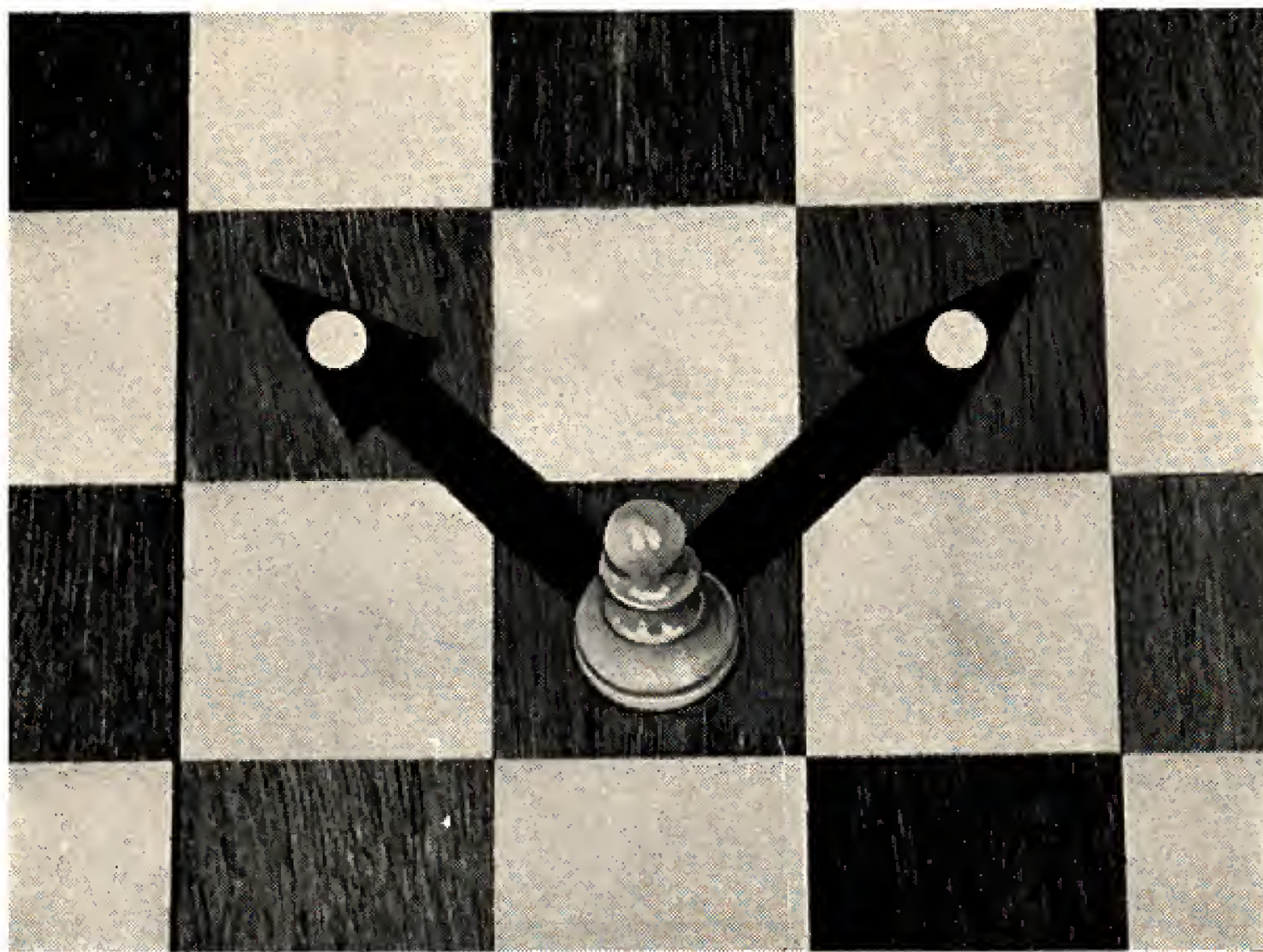
The Pawn in the picture at the left can **CAPTURE** on either of the two squares indicated by the arrows. The Pawn cannot move to these squares in the ordinary way; but if an enemy unit were located on either of the squares indicated by the dotted arrow tips, the Pawn could **CAPTURE** it and thus reach one of these squares.

Compare this with the previous page and observe that the Pawn's **MOVE** and the Pawn's **CAPTURE** are entirely different. In this respect the Pawn is exceptional; all the other chessmen capture in exactly the same way as they move.

Note particularly that the Pawn does **NOT** capture an enemy unit in the path of its ordinary forward movement. Consequently, a Pawn is **blocked** by any piece (friend or foe) standing on the square directly in front of it.

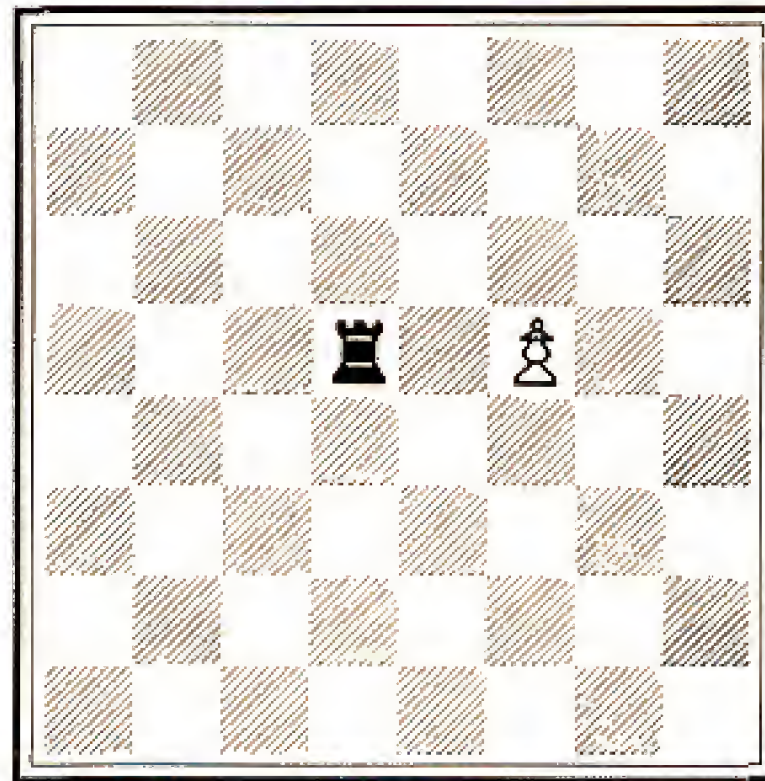
The Pawn's method of capturing greatly increases its power. Whereas it can move to only one square (after its first move) it can capture on either one of two squares. Beginners are inclined to forget this and often place their pieces on squares where they can be captured by the opponent's Pawn. Bear in mind that the Pawn captures "like a V."

Remember the Pawn's V Capture



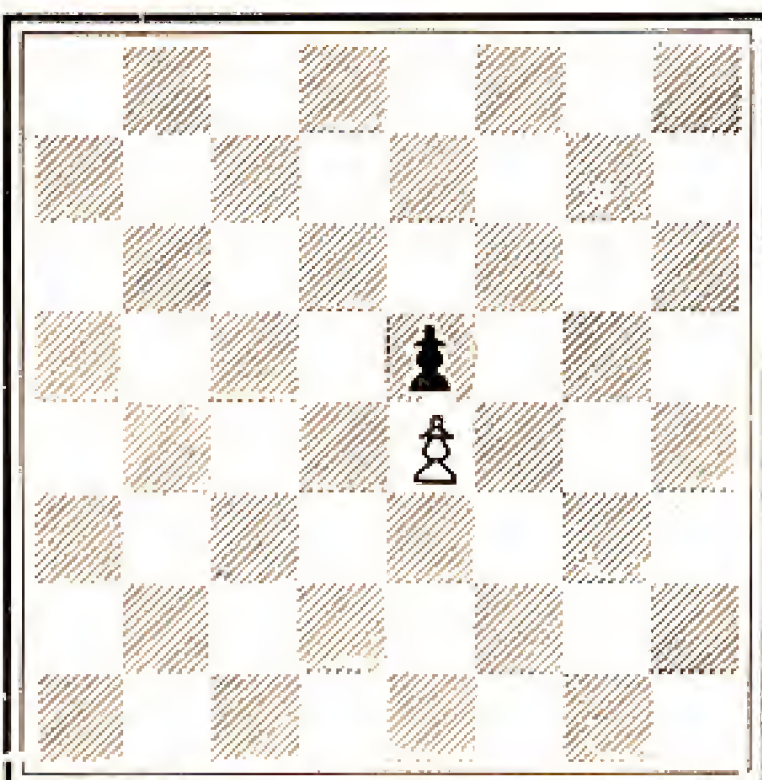
BEFORE CAPTURING

The Pawn can capture either the Rook or the Knight.

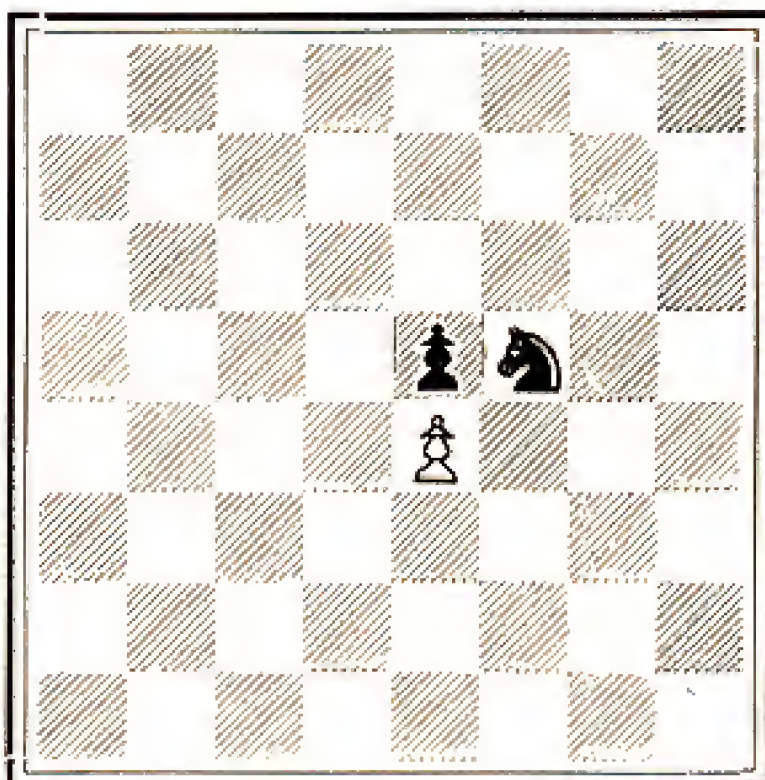


AFTER CAPTURING

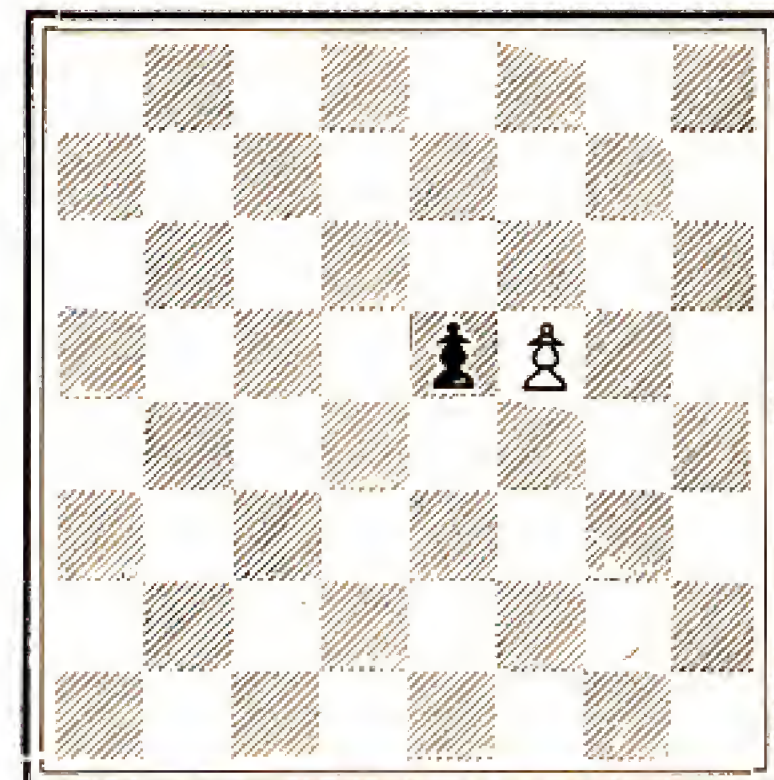
The Pawn has captured the Knight.



1 In this position both Pawns are blocked. They cannot move and they cannot capture.



2 The Pawns still cannot move in the ordinary way; but a black Knight now occupies a square on which it can be captured by the white Pawn.



3 The white Pawn has captured the Knight. Note that both Pawns, previously blocked, are now free to move forward.

The Object of the Game

When you have learned how the different types of chessmen move and capture, and how games are won or drawn, you possess the basic knowledge required to start playing chess. From the interesting and varying character of the moves, as described and pictured on the foregoing pages, you probably realize that chess is an extremely colorful, animated game. The uninitiated may look at the chessboard, while a game is in progress, and merely see inanimate pieces of wood on checkered squares; but to those who know the movements of the chessmen, the board is alive with potentialities. The all-powerful Queen radiates its strength in all directions; the Rooks and Bishops threaten enemy pieces on distant squares; the Knights keep their eyes on nearby posts, ready to leap over barricades and attack the enemy; the Pawns face each other across the board, each armed with a V-shaped prong with which to attack or defend.

How Do You Win?

But what happens on the miniature battlefield of the chessboard? How is a decision reached?

The manner in which a game of chess is won is perhaps the most interesting and distinctive feature of the entire game. The ultimate objective is the "checkmate" of the opponent's King. The King is checkmated (or "mated") when it is *subject to capture and there is no way of preventing this*. You have won the game if you are threatening to "take" your opponent's King and it is impossible for him to avert the capture. The King is never *actually* captured. You cannot take the King and go on playing; there is nothing left to play for. The game is over when the capture of one of the Kings is unpreventable. Thus, both Kings always remain on the board.

With the checkmate of the King as the determining factor, the end of a game of chess is unpredictable except in the last stages. Sometimes a direct attack on the King is made comparatively early in the proceedings and if the attack is successful the game is over in a few moves. At other times, no attempt is made to directly assault the King until most of the pieces have disappeared from the board by captures and recaptures (exchanges). Each game has distinctive and individual characteristics; except in rare instances, no two games are ever alike. Certain "openings" may be followed for a few moves (the players make a series of opening moves which have been recommended by chessmasters) but before long they are "on their own" and have to do their own thinking, their own planning.

How Long Does it Take?

Contrary to general belief, the average game of chess does not last long. Most friendly games are over in 20 to 30 minutes. Even tournament and

match games between masters, with prizes or titles at stake, are usually finished in less than 3 hours, frequently in less than 2 hours. In many chess clubs, one of the most popular diversions is the "rapid transit" or "lightning chess" tournament, in which the players are allowed ten seconds for each move and a game lasts only a few minutes!

Strategy and Tactics of Chess

Specific details of the tactics employed in a game of chess will be given later. In the meantime, we can describe the procedure only in general terms. The player with the white pieces *always starts first*; he makes the opening move. Then Black makes a move and the game continues with the players moving alternately. At no time may either player move twice in succession, or pass his move. Captures are not compulsory, nor are you required to inform your opponent that you threaten to capture one of his pieces at your next turn.

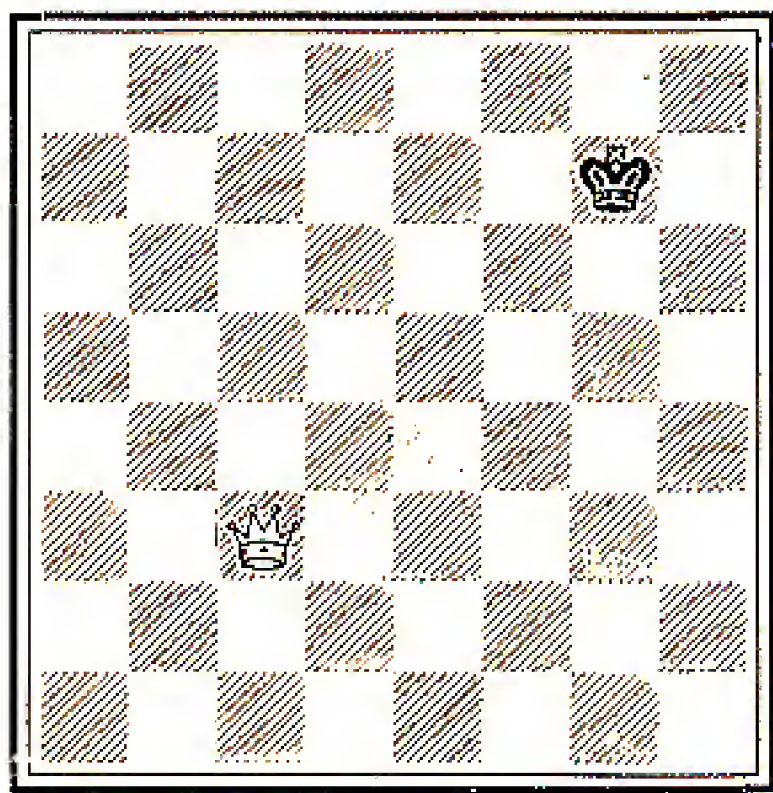
In the early stages, the main purpose is to free the pieces for action, get them on to squares where they will exercise their power to the fullest advantage. The forces must be mobilized for the ensuing battle. As the game proceeds, various strategical plans are made which the players try to carry out. The forces are combined to launch an attack or to defend against the onslaughts of the enemy. At all times, the players bear in mind the final and all-important objective — the checkmating of the King. Each safeguards his own King, attempts to weaken the defenses of the opponent's King. Sometimes an all-out attack is made in an attempt to force an early checkmate. More frequently, the player concentrates his attack on some weak point in the opponent's position and eventually may succeed in reducing the strength of the enemy by winning a Pawn or a more important piece. This gives him a definite advantage, often sufficient to win the game. Throughout the proceedings, pieces are constantly being exchanged and the player must carefully "guard" each of his units so that he will not "lose a piece" if a capture is made by the opponent.

In some games, the players exchange their pieces without advantage to either side and the forces dwindle to the point at which neither player can force checkmate. Such games are drawn as no decision can be reached. There are other conditions under which games are drawn, to be explained later.

Check and Checkmate

Before we describe and illustrate an actual game of chess, it is necessary for the learner to clearly understand what it means to "check" the King, how the King can get "out of check" and the specific meaning of "checkmate". A pictorial explanation of these terms is given on the following pages.

Checking the King

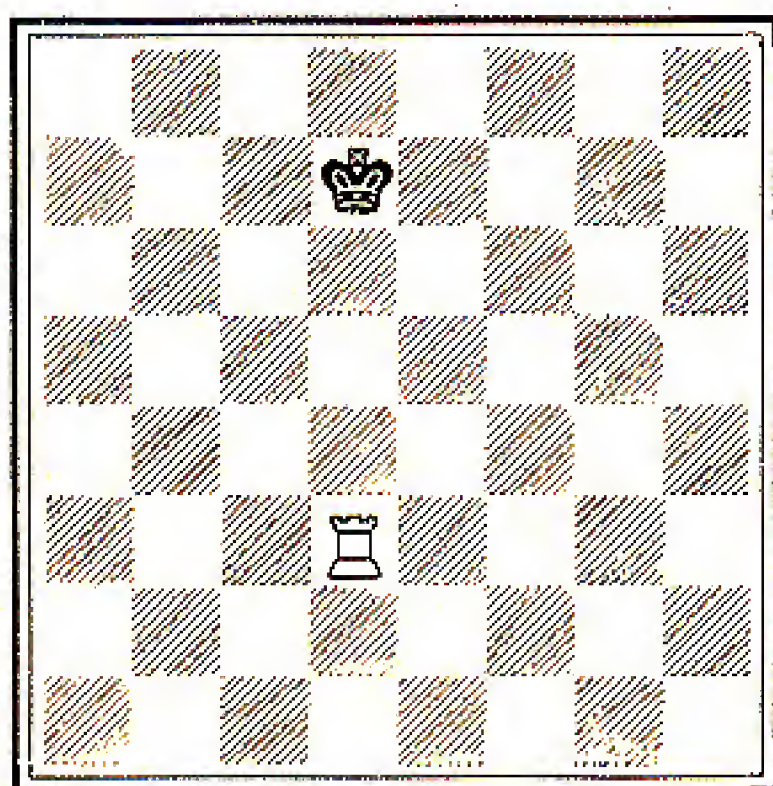


1 The King is in the line of capture of the Queen. He is therefore in check. In this case the Queen is attacking diagonally, like a Bishop.

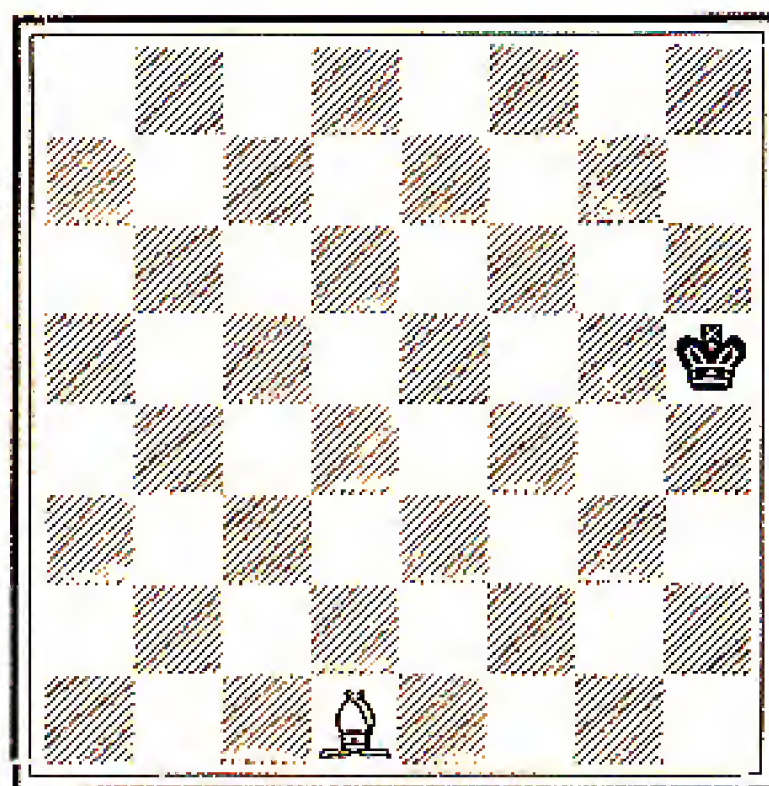
When the King is attacked and subject to capture, he is said to be "in check." The player who attacks the King calls out "check" as a warning and **ALL OTHER BUSINESS MUST BE DROPPED.** The King must immediately be removed from check. No matter what else may be taking place on the board, the King's plight takes priority. Any move which does not

remove the King from check is an illegal move and must be retracted.

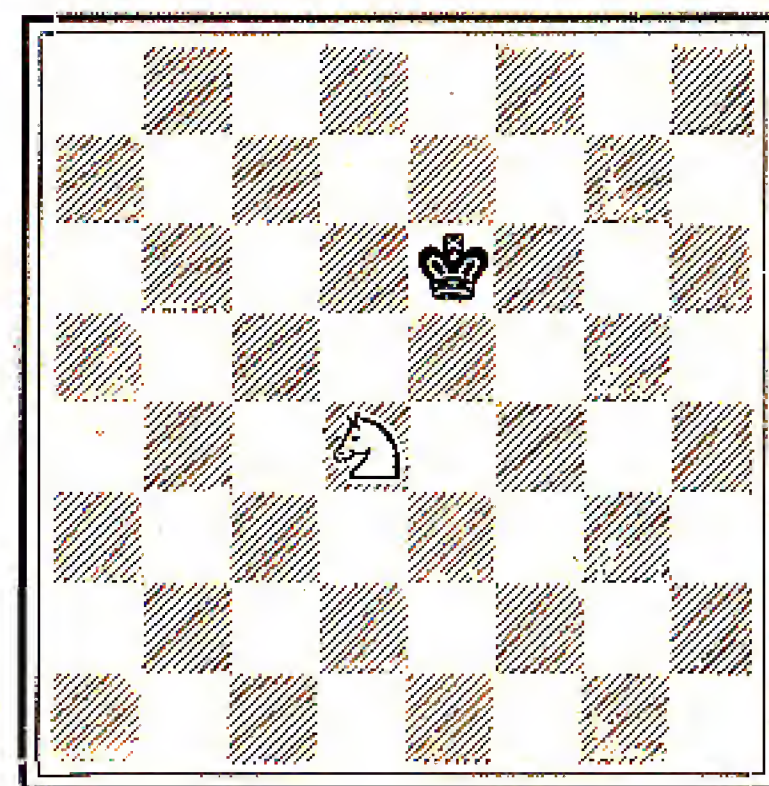
Any piece may check the King except the opposing King. The diagrams on this page show examples of checks by the Queen, Rook, Bishop, Knight and Pawn, together with an illustration of "double check" wherein two pieces simultaneously attack the King.



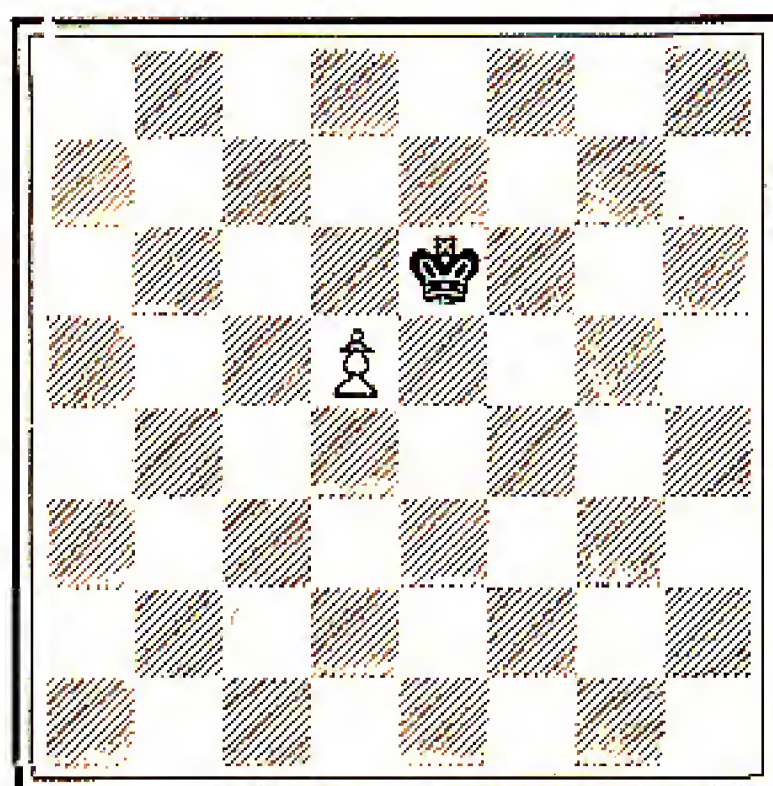
2 The Rook moves North, South, East or West. It is therefore attacking, or checking the King.



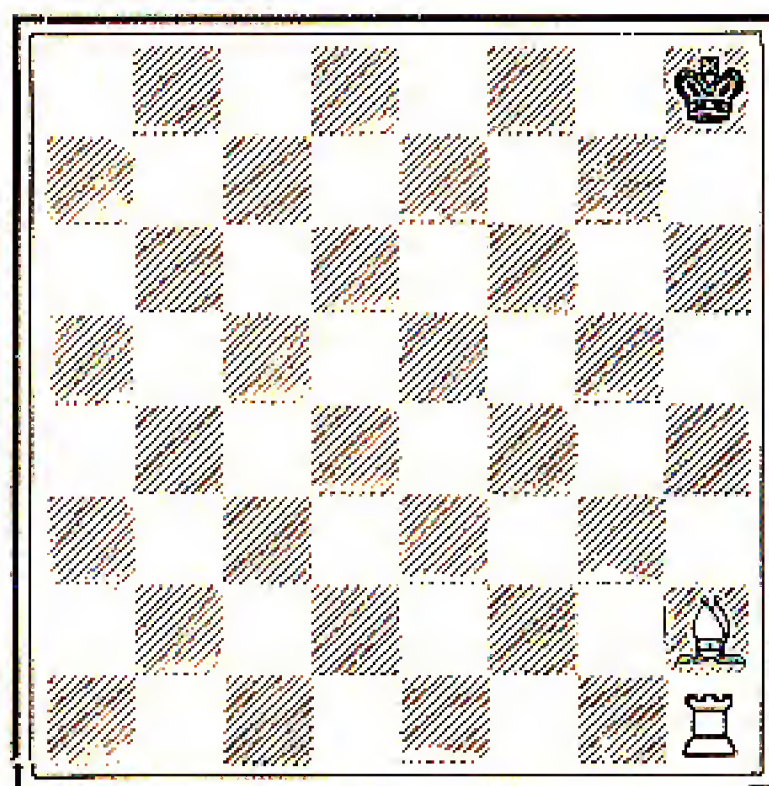
3 Here the King is subject to capture by the Bishop. The Bishop moves and captures diagonally. The King is in check.



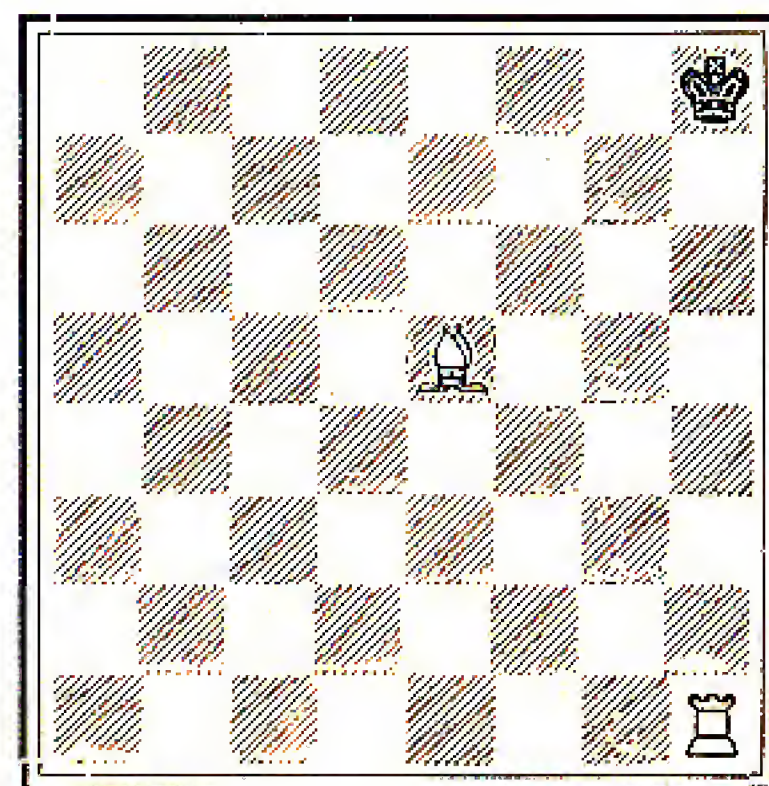
4 The Knight is attacking or checking the King. The Knight leaps over to a square of the opposite color.



5 The King is in check as the Pawn attacks and captures diagonally, one square ahead.



6 Here the King is NOT in check but if the Bishop moves it will unmask a "discovered check" by the Rook.



7 The Bishop of Diagram 6 has moved to a square on which it also checks the King. The King is in "double check".

Getting out of Check

The player whose King is in check must make a move which will remove his King from check. Any other move would be illegal.

There are three ways of getting out of check:

1. Moving the King to a square on which he is no longer in check.

This method is illustrated in diagrams 1A and 1B.

Note that it is not sufficient to move the King to another square on which he would still be in check. He must move to a square on which he is not attacked by the checking piece or by any other piece.

When the King is in "double check" (checked by two pieces) he MUST move. The remaining two methods would not enable him to get out of check.

2. Capturing the checking piece.

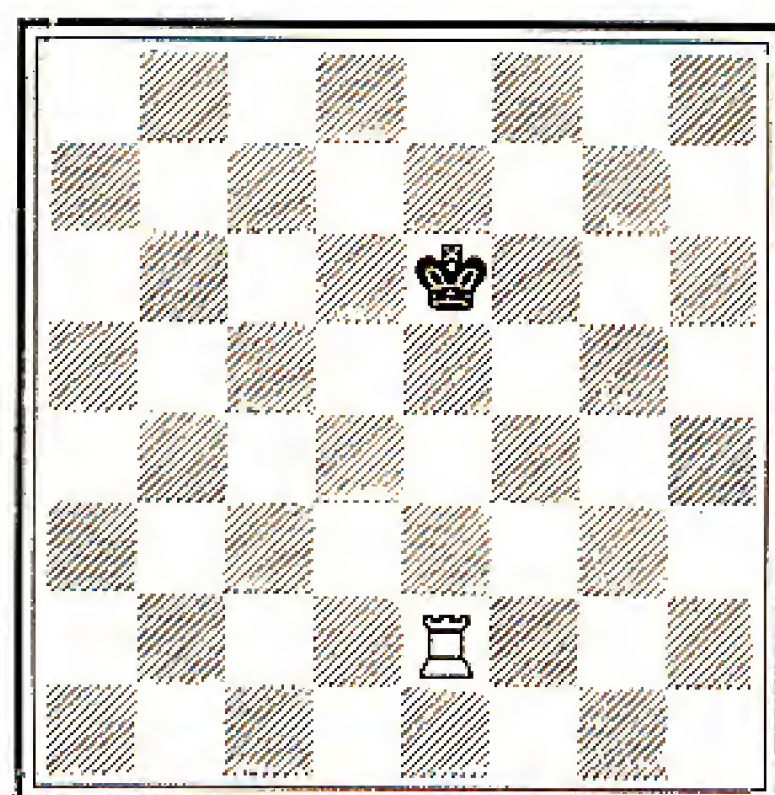
This method is illustrated in diagrams 2A and 2B. The King stays where he is and the check is removed by capturing the checking piece.

3. Placing a piece between the King and the checking piece.

This method is illustrated in diagrams 3A and 3B. Again the King stays where he is and the check is removed by interposing a piece to ward off the attack.

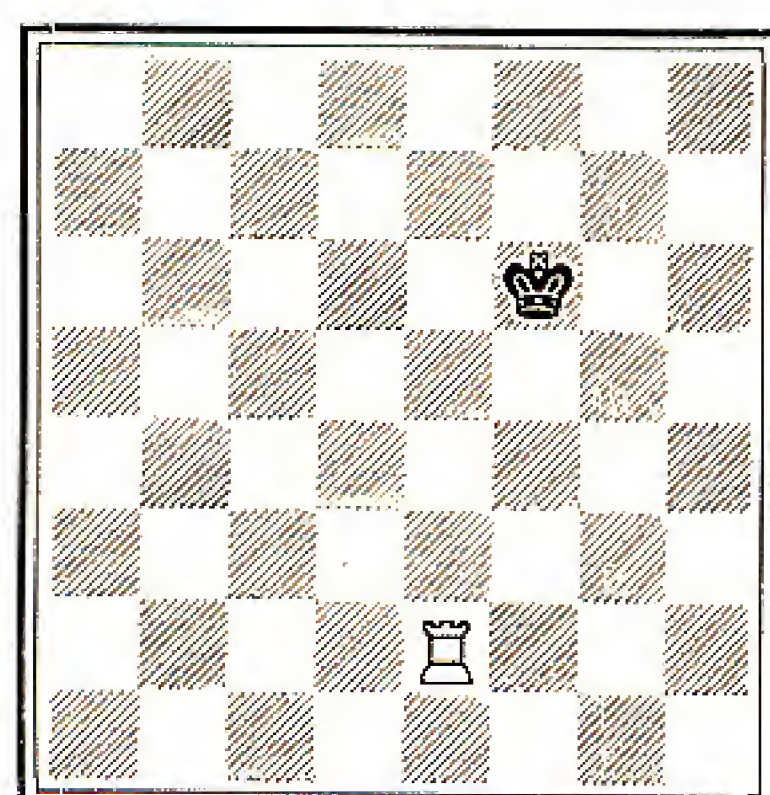
Note that this method does not avail against check by a Knight as the Knight leaps over intervening pieces. When a Knight checks the King, the Knight must be captured or the King must be moved out of check.

It frequently happens that the player whose King is in check can choose between the three methods described above. Two or three of these ways of getting out of check may be available. In such cases, the player may select whichever method he prefers. Of course, if only one method is possible, he must get out of check by the only available means.



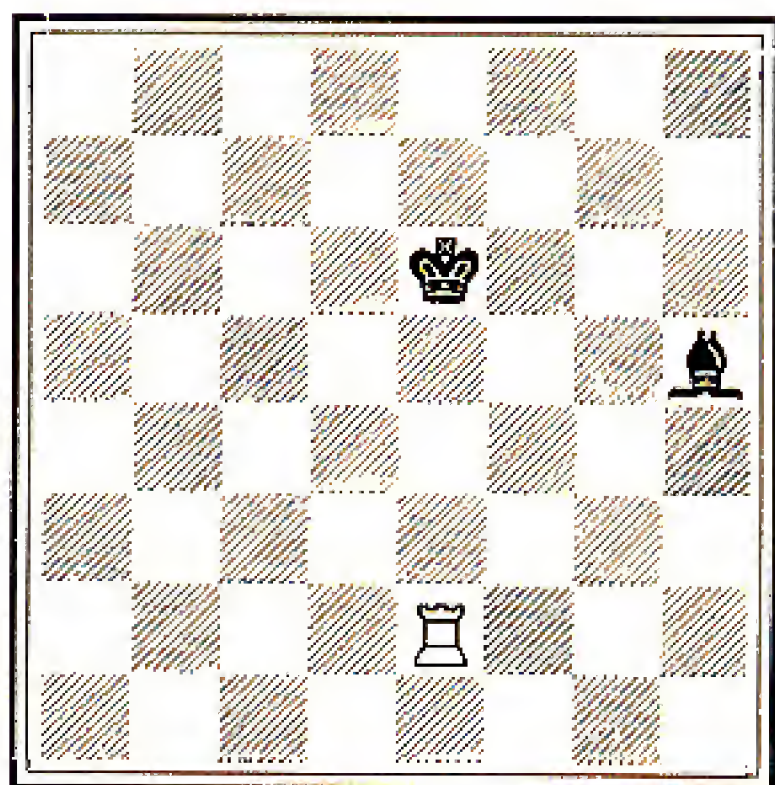
KING IS IN CHECK

1A The Rook is checking the King. The direction of the Rook's attack is due North.



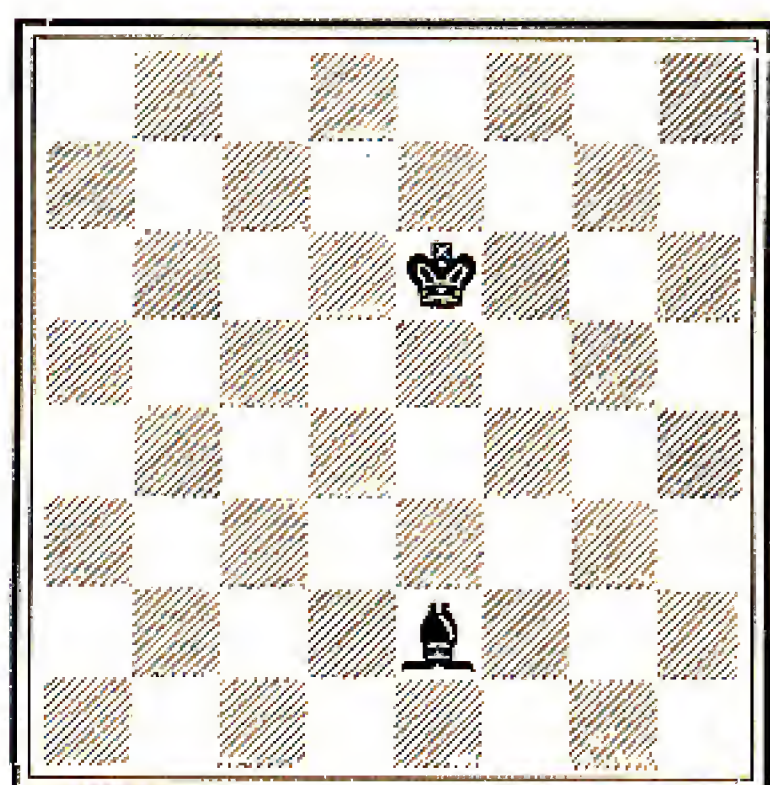
KING IS OUT OF CHECK

1B To get out of check, the King simply steps away from the line of attack.



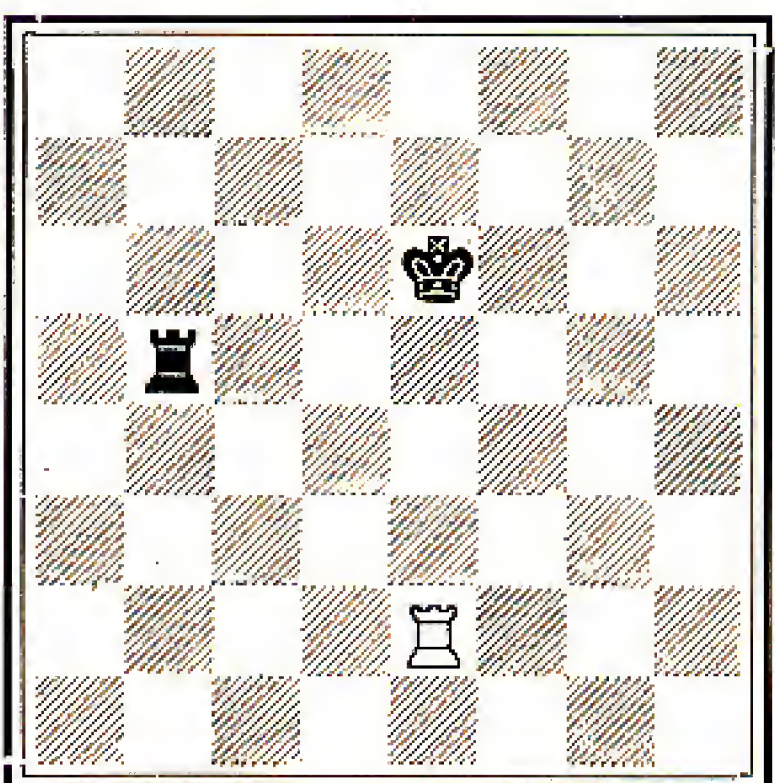
KING IS IN CHECK

2A He can get out of check by stepping away (as in 1B) or the Bishop can capture the checking Rook.



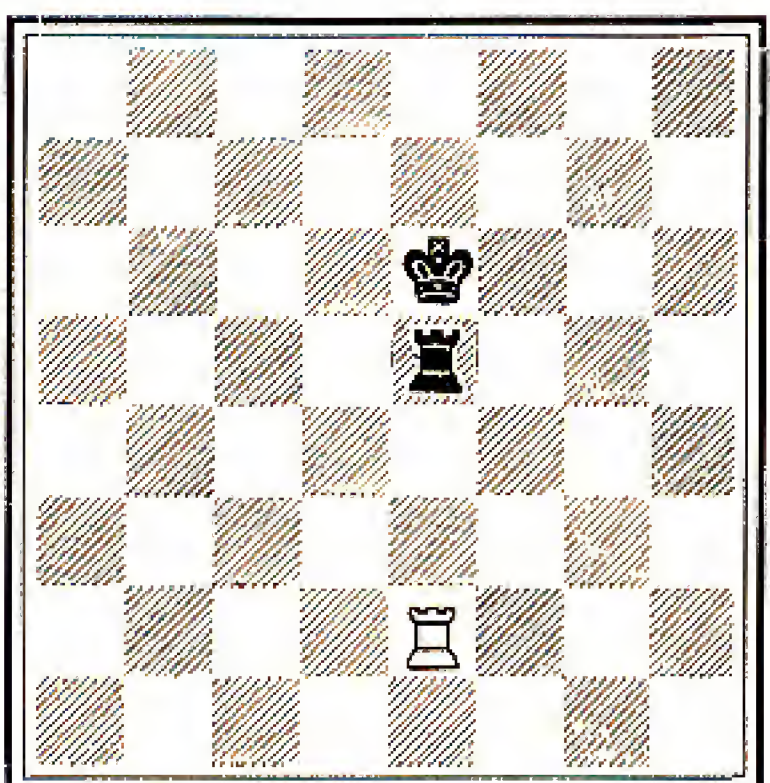
KING IS OUT OF CHECK

2B The Rook has been captured and as it has been removed from the board the King is no longer in check.



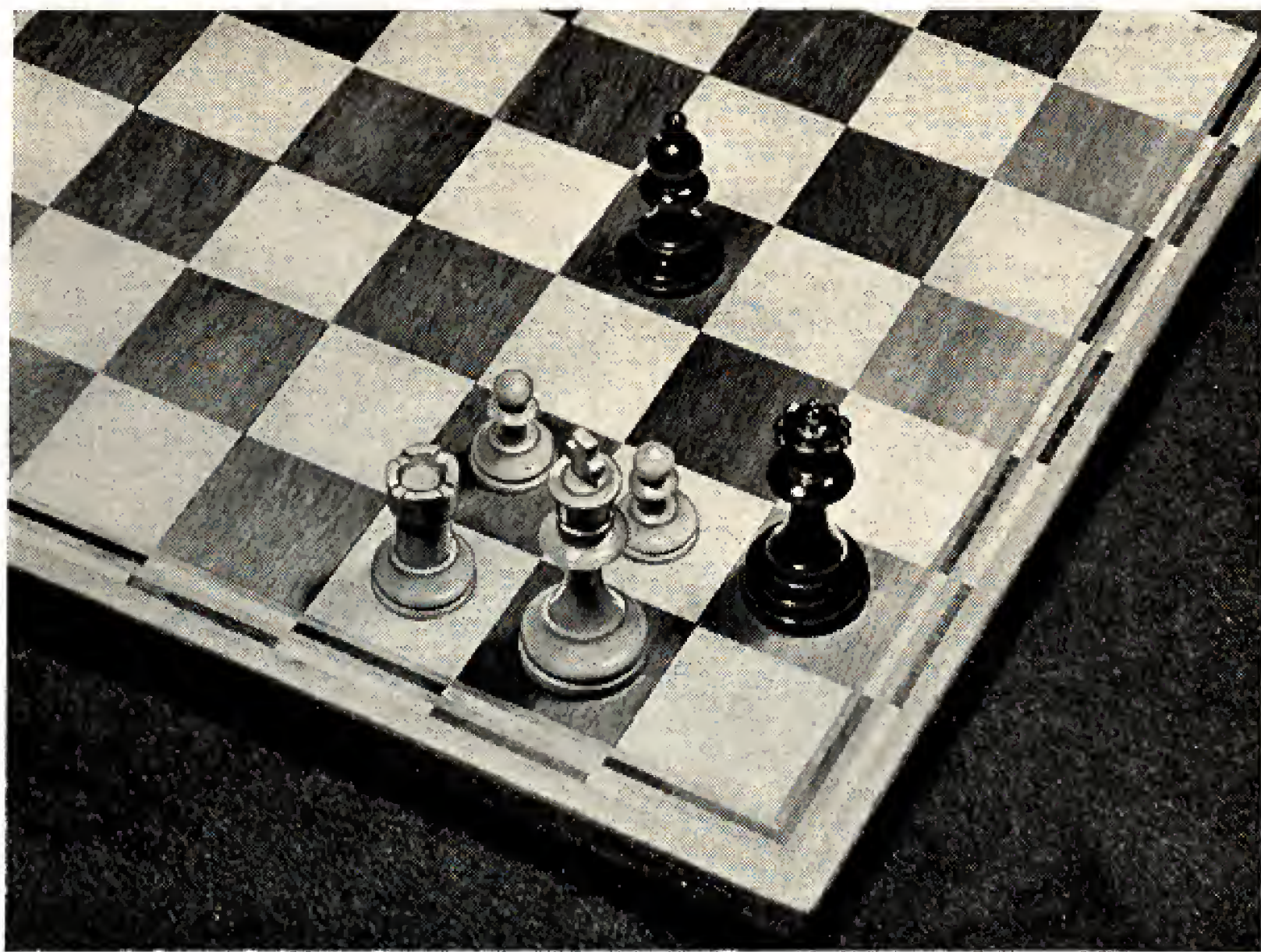
KING IS IN CHECK

3A He can get out of check by moving away (as in 1B) or the Black Rook can be interposed to break up the attack.



KING IS OUT OF CHECK

3B The King is not in check as his own Rook is a barrier between himself and the white Rook.



Checkmating the King

If the King is in check and it is impossible to get him out of check by any of the three methods described on the previous page, the King is checkmated and the player thus checkmated has lost the game. A player may have twice as many pieces as his opponent, but if his King cannot get out of check he is checkmated and has lost the game.

A typical checkmate is pictured in the photo at the left. Here the White King is "mated" (the shorter term is commonly used.) The conditions of checkmate are fulfilled as follows:

The King is in check:

The Black Queen is attacking the King (diagonally) and is threatening to capture it.

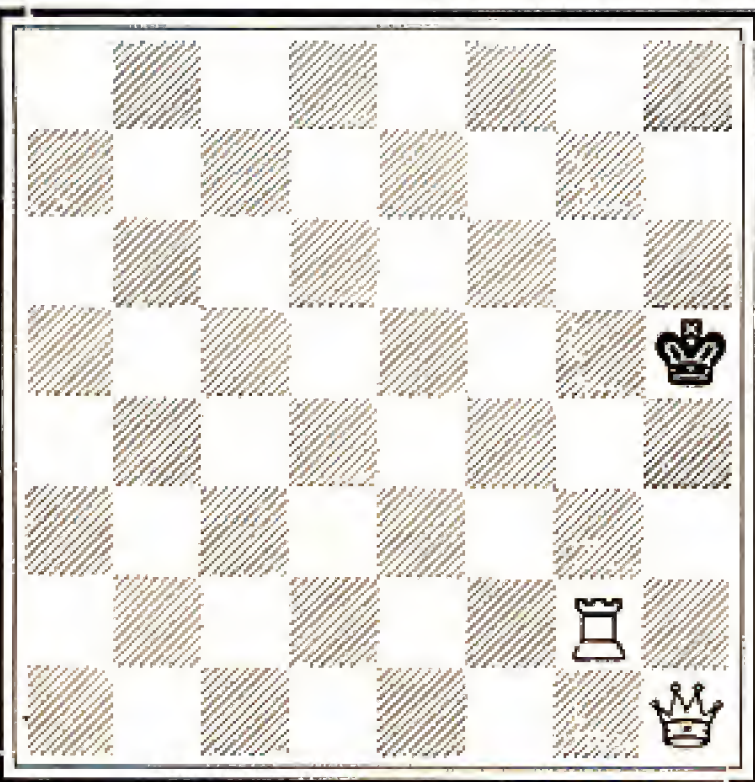
The King cannot MOVE out of check:

The only square to which the King can move is the corner square and here the King would still be in check by the Queen. The move would be illegal.

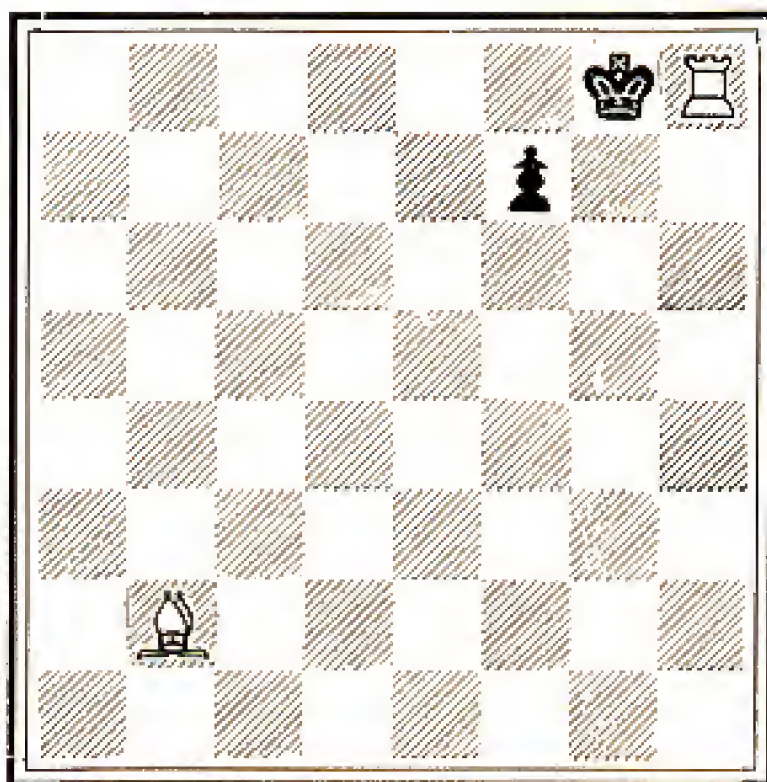
The checking piece cannot be captured:

The only piece capable of capturing the Queen is the King himself; but if the King captured the Queen he would then be in check from the Black Bishop. Hence, the capture would NOT get the King out of check. The capture would be illegal. (No move or capture can ever be made which exposes the King to a check.)

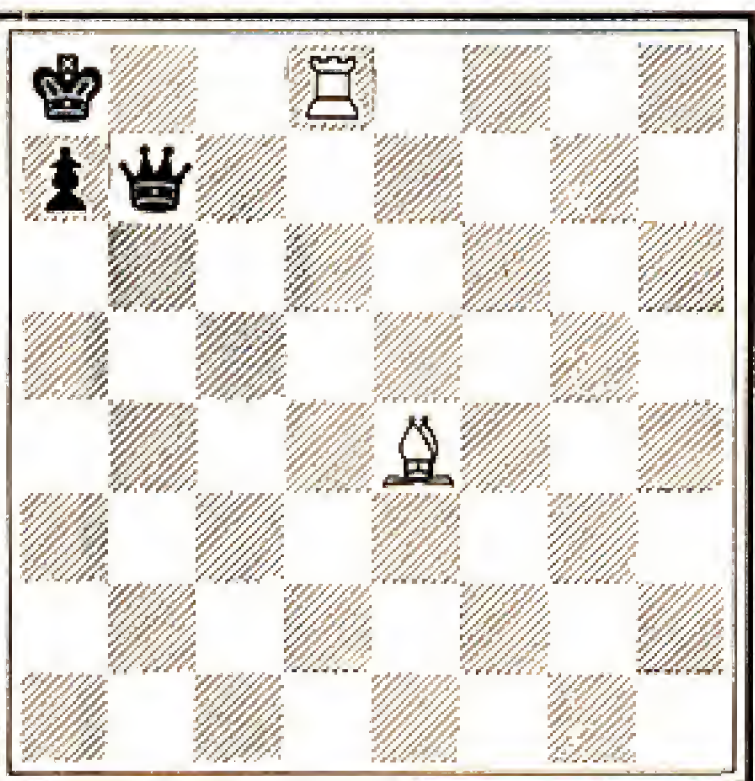
Nothing can be interposed between the checking piece and the King.



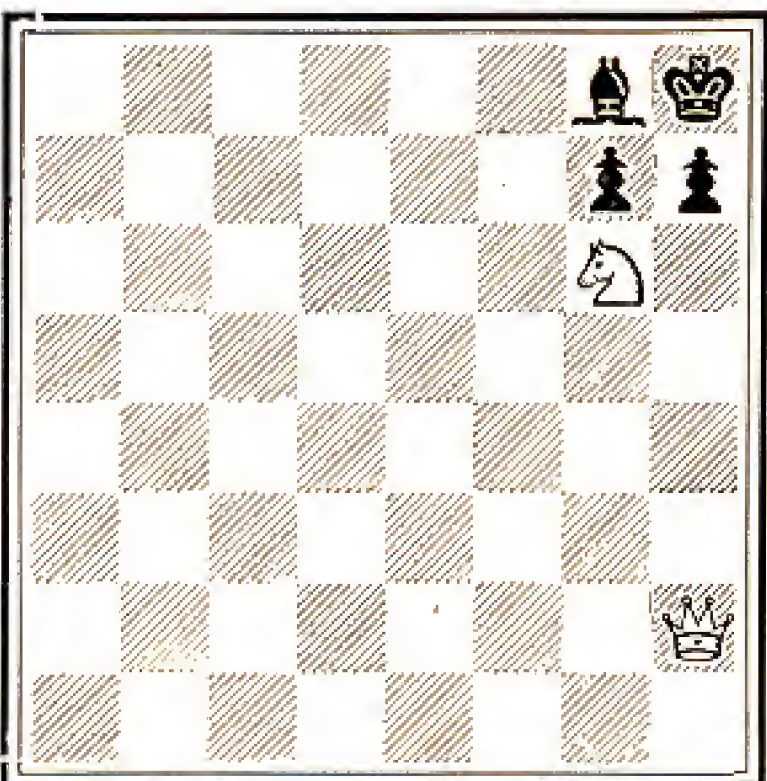
1 The Black King is checkmated. He is attacked by the Queen and no matter where he moves, he would still be attacked by the Rook or Queen.



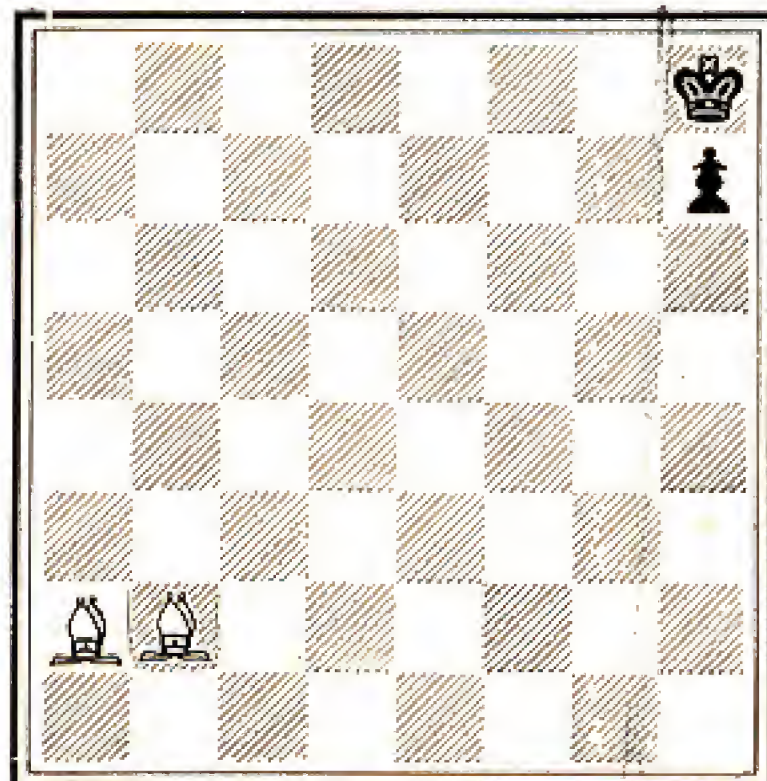
2 Here the King cannot move anywhere as he would still be in check from the Rook or Bishop. He cannot capture the Rook as he would then be in check from the Bishop. He is checkmated.



3 Checkmate. The Rook is checking the King, who cannot move out of the Rook's path. The Queen cannot be interposed between the King and Rook as the King would then be in check from the Bishop.



4 A checkmate by the Knight. The Knight is checking the King and the King cannot move. Black is not allowed to capture the Knight with his Pawn as the King would then be exposed to check by the Queen.



5 A checkmate by two Bishops. The Bishop on the black square is checking the King. The other Bishop is preventing the King from moving out of check. The Black Pawn blocks the King's escape.

Chess Openings Made Easy

AN INSTRUCTIVE SERIES EXPLAINING A SIMPLE METHOD
OF LEARNING AND UNDERSTANDING OPENING TECHNIQUE

by FRED REINFELD

PART THREE

In the two previous articles in this series, we have indicated how the nature of the Pawn position tells us a great deal about the possibilities available to both players. The object of the present article will be to apply this theory to one specific opening variation.

For this purpose I have selected one of the most popular opening variations in present-day play. Here are the opening moves of the Grunfeld Defense:

- 1 P—Q4

2 P—QB4

3 Kt—QB3
- Kt—KB3

P—KKt3

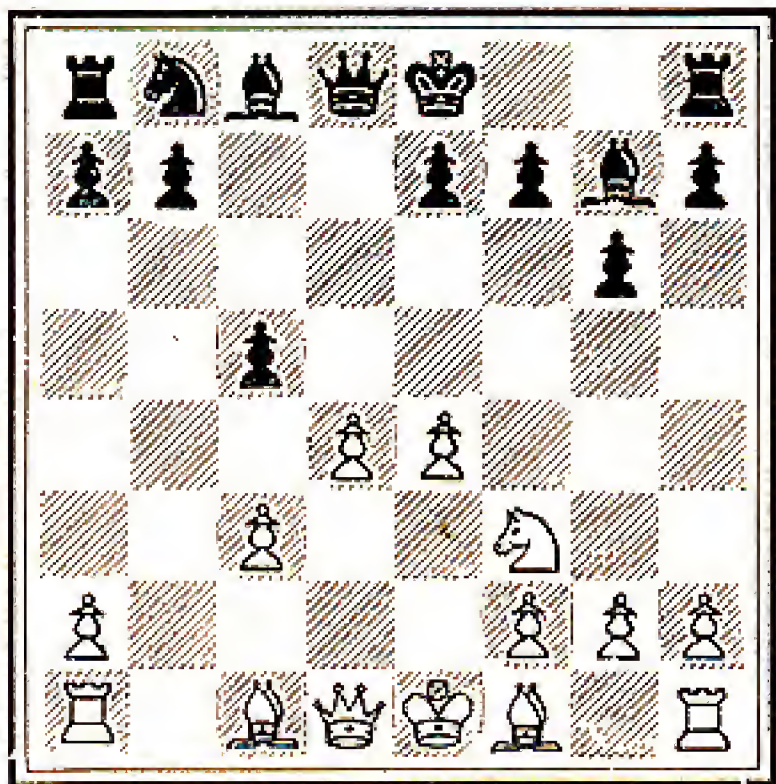
P—Q4

A paradoxical but highly interesting move: first Black proceeds in the Hypermodern manner (avoiding the occupation of the center with a Pawn) and then he switches to the orthodox method of Pawn-occupation (3 . . . P—Q4). But there is really no inconsistency; Black intends to fianchetto his King's Bishop, but he wants to have the center in a fluid state, so that his Bishop will bear down powerfully on the long diagonal. There are many lines of play in the King's Indian Defense where the fianchettoed Bishop accomplishes very little on account of a blocked pawn position in the center.

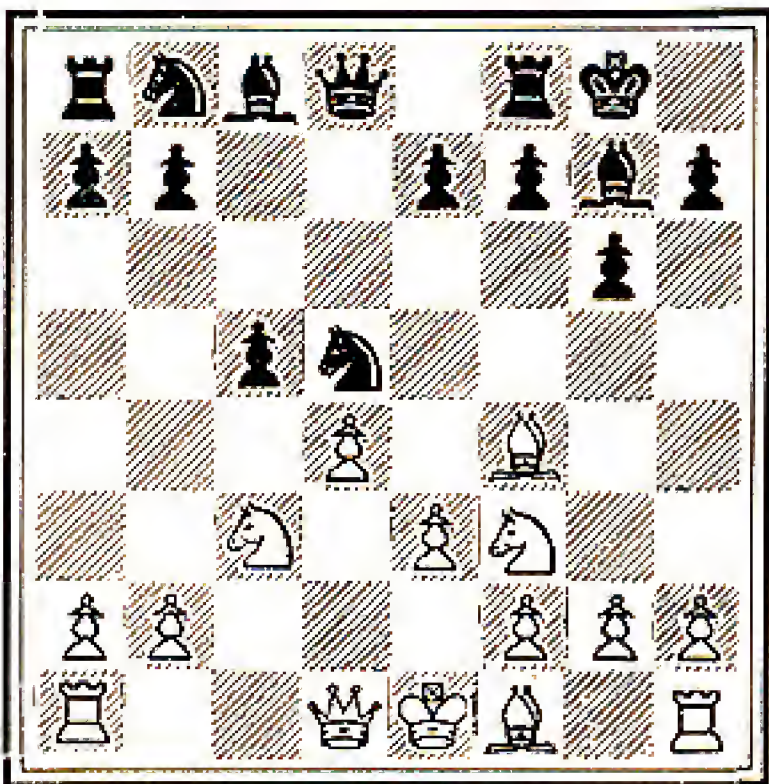
- 4 B—B4

. . . .

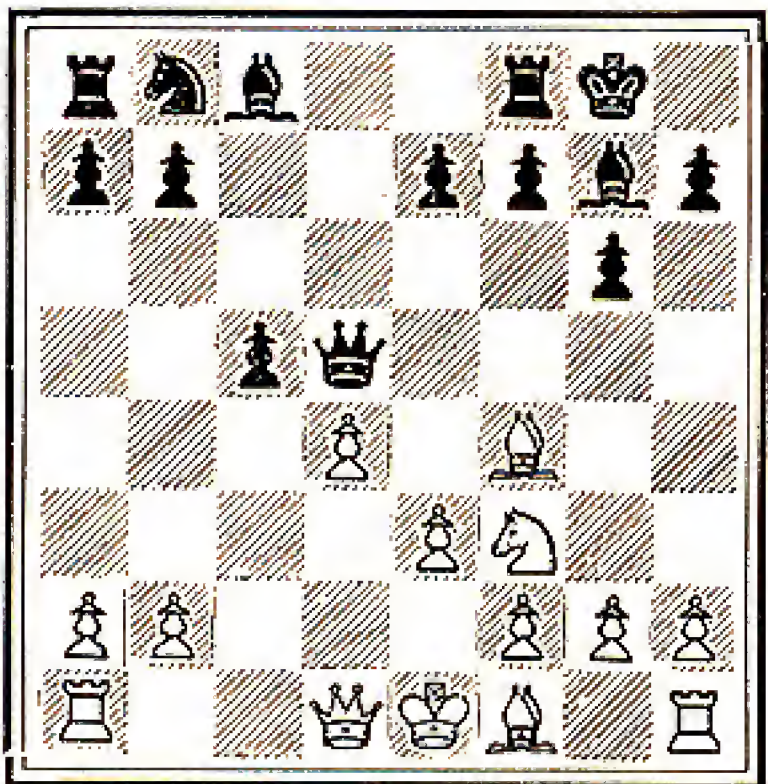
If White were to take the most obvious course 4 P x P, Kt x P; 5 P—K4, Kt x Kt; 6 P x Kt, he would open himself up to precisely the kind of counter-attack along the long diagonal which Black is hoping to secure. Black plays 6 . . . P—QB4! and again the Pawn position plays a decisive role in making possible Black's pressure on the long diagonal after 7 Kt—B3, B—Kt2, (Diagram 1)



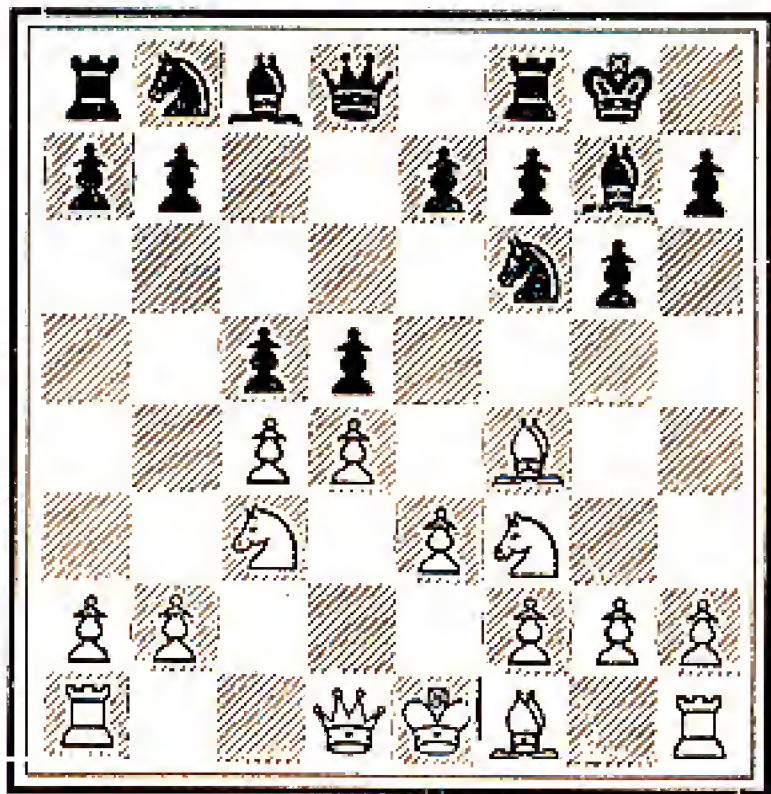
1 Black exerts strong pressure on White's apparently imposing center.



2 In this line of play Black has a definite advantage.



3 Black has the initiative and strong pressure on the center.



The Normal Position of the Grunfeld Defense
Defense Variation discussed in this lesson.

- 4

5 P—K3
- B—Kt2

O—O

Offering a Pawn in the manner shown in our PLAY THE MASTERS game of the March issue. Without going into too much detail, we conclude that after 6 P x P, Kt x P; 7 Kt x Kt, Q x Kt; 8 P x P, Kt—B3 Black has a worthwhile lead in development. It is true that the masters have argued a great deal about this point, but for most of us this kind of contentiousness is unimportant. Experience tells us that we generally get into hot water after neglecting development for the sake of picking up a distant Pawn during the opening stage.

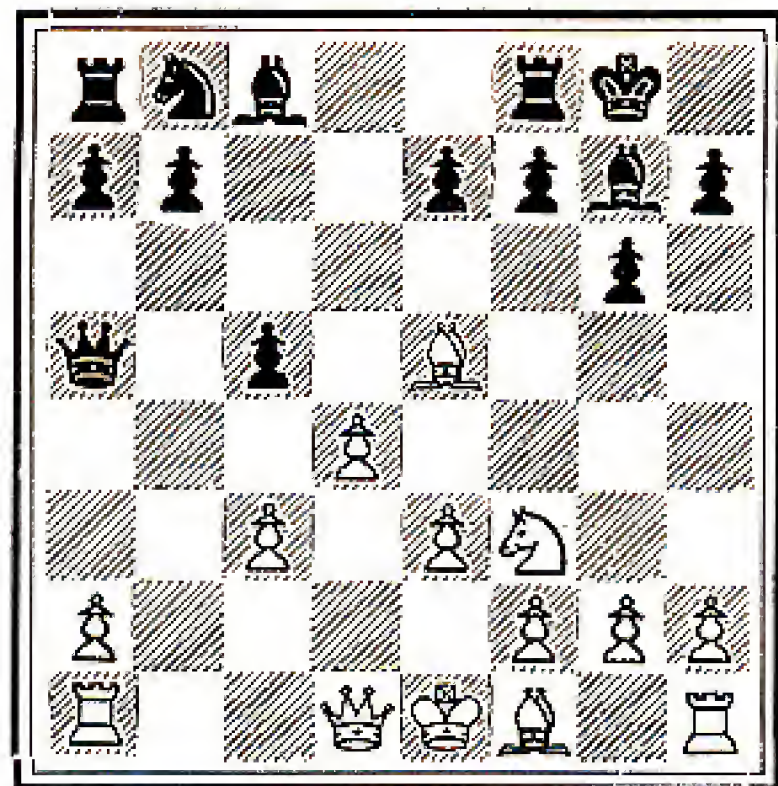
- 6 Kt—B3

. . . .

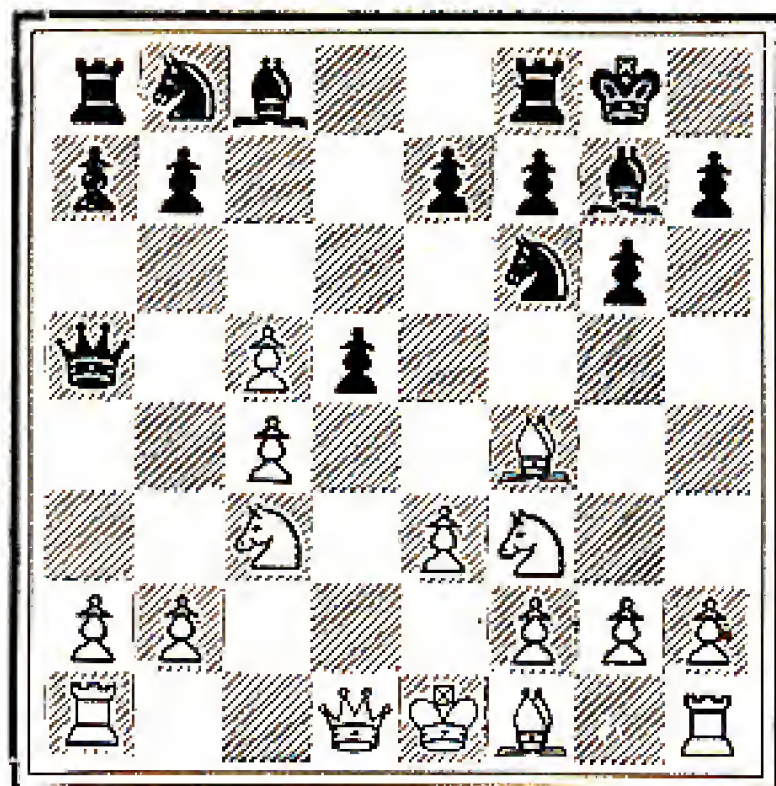
White relies on more development.

- 6

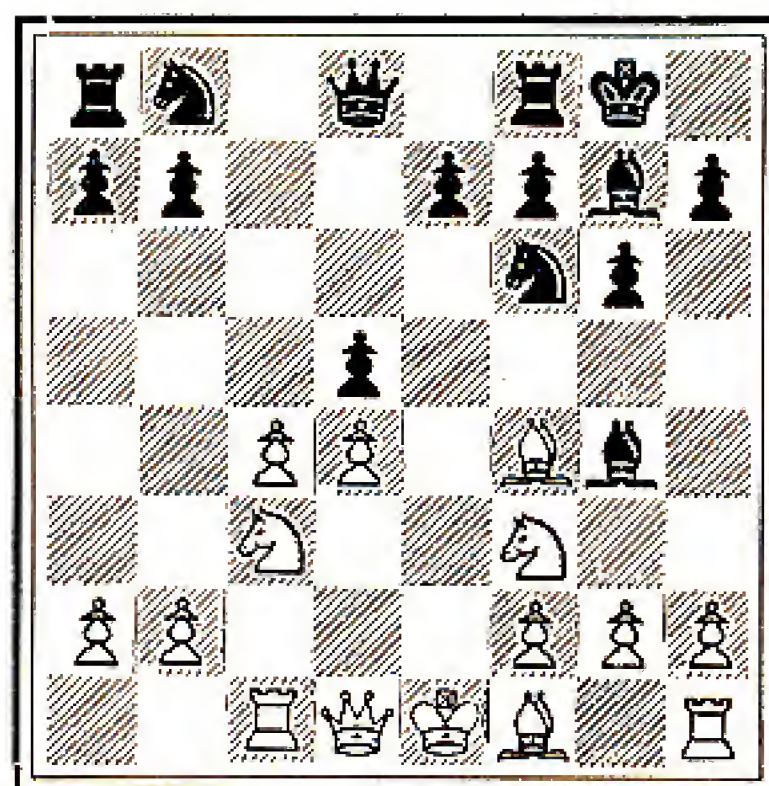
P—B4!



4 Black has the initiative and the Queen is well posted.



5 Black threatens . . . Kt—K5 very strongly. Dangerous for White.



6 White's QP is a target for attack. Black has an easy game.

This brings us to the position which will form the basis of our study (See diagram of Normal Position at top of Page 129). Note the Normal Pawn Formation (Diagram on Page 131) which is the source of the following exploration of the possibilities open to both players.

Here are the most likely lines of play:

(A) 7 BP x P Kt x P

(Diagram 2). Black stands well. If now 8 Kt x Kt, Q x Kt (Diagram 3) or 8 B—K5, Kt x Kt; 9 P x Kt, Q—R4 (Diagram 4) and in either event White's center is under strong pressure and Black's Queen is posted aggressively.

(B) 7 QP x P Q—R4!

The threat of . . . Kt—K5 is very troublesome for White. This is a very dangerous line for him (Diagram 5).

(C) 7 R—B1

White decides to await developments.

7 BP x P
8 KP x P B—Kt5!

Black has a fine position (Diagram 6). He has an easy game, continuing with . . . Kt—B3 and clear pressure on the QP.

Thus we see that in all three lines of play Black stands well. Note how the Pawn position is the basic factor at all times: the pressure on White's center and more particularly his QP, is the dominant factor throughout.

Objectives for Both Players

On the next page is given a summary of the specific objectives for which each player strives in the Grunfeld Defense. The Normal Pawn Formation is illustrated and described. The summary outlines, in convenient form, the square on which each piece is usually located. It will be realized that the placement of the pieces is conditioned by the Pawn Position and by a consideration of the basic objectives for both players. These basic objectives are as follows:

For White:

1. Rapid development
2. Avoidance of Pawn grabbing
3. Careful avoidance of a shaky center

For Black:

1. Pressure on the hostile center
2. Development in accordance with this objective
3. Aggressive policy at all times

It will be noted that Black's aims are all aggressive, White's predominantly passive. Here is the key to the whole variation, thoroughly grounded in the nature of the Pawn position.

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Summary of White's Objectives

The KRP generally remains on its original square, although P—KR3 is occasionally played to provide a retreat for White's Queen Bishop.

The KKtP and the KBP remain on their original squares.

The KP goes to K3, in order to support the QP and also to provide for the development of the King Bishop.

The QP plays to Q4 on the first move, while the QBP advances to QB4 on the second move.

The QKtP and the QRP generally remain on their original squares, although one sees the maneuver P—QR3 followed by P—QKt4 in some games with this variation; the object is to drive away Black's Queen from its powerful (pinning) post at QR4.

The King's Knight (contrary to custom) is developed rather late in the day. The orthodox square is, of course, KB3 but there are times when this piece can be developed usefully to K2, in order to support the Queen Knight. CAUTION: If you play KKT—K2 before the development of the King Bishop, the latter piece is likely to have trouble in coming out.

The Queen's Knight goes to QB3 on the third move.

The Queen's Bishop plays to B4 very early in the game. The Bishop is strongly entrenched here, as it commands a vital diagonal and above all, the important center square K5. If this move has any weakness, it arises out of the circumstance that after P—K3 the Bishop cannot return to the Queen-side, so that the characteristic counterattack by means of . . . P—QB4! and . . . Q—R4 may easily become formidable.

The Queen's Rook will generally play to QB1, where it guards the menaced QKt.

The King's Rook is likely to come into play only at a late stage, this being due to the fact that White's King-side is developed so slowly.

The Queen almost always plays to QKt3, where it defends the QKt. This move also has the virtue of removing the Queen from the jurisdiction of a Black Rook on the Q file.

White's QP is generally exchanged for Black's QBP, while White's QBP frequently captures Black's QP.

Summary of Black's Objectives

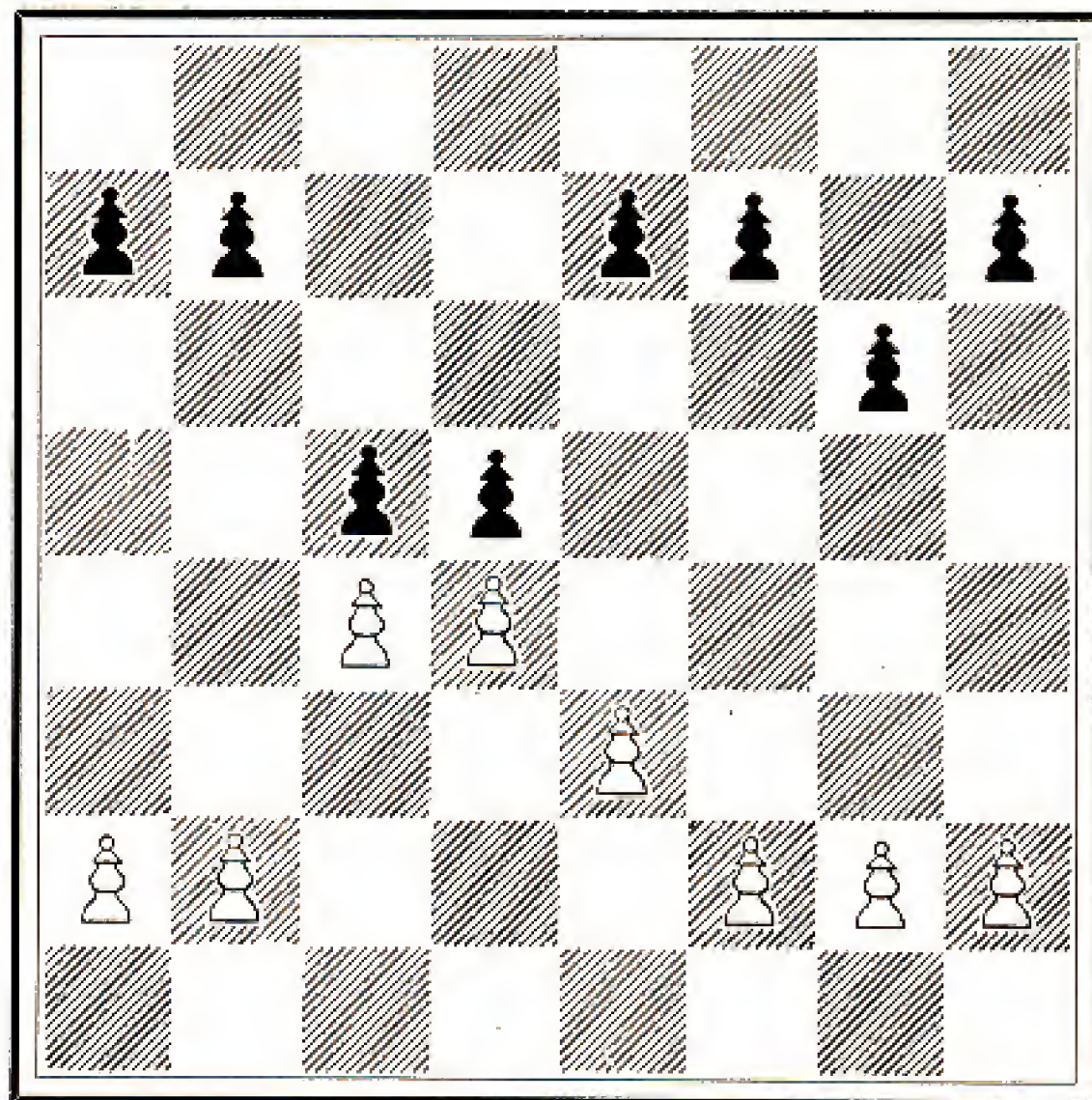
Black's KRP usually remains on its original square.

The KKtP advances to Kt3 in order to make possible the thematic fianchetto development of the King's Bishop.

The KBP remains on KB2.

The KP remains on K2 as a rule, although there are times when it advances to K3 in order to be exchanged against White's QBP which has reached White's Q5 by means of a capture in the center. In playing . . . P—K3 one must be certain that the Pawn position in the center will be liquidated rapidly; for if Black's KP remains on K3, it will be a stumbling block for the development of Black's QB.

The advance of Black's QP to Q4 is THE thematic move of the variation. Sooner or later, the QP will be exchanged for White's QBP. The object of the exchange, from Black's point of view, is to create more space for the deployment of his pieces. Unless you are consciously exchanging for precisely this purpose, your handling of the variation must be considered a failure.



Normal Pawn Position—Grunfeld Defense

The QBP advances to B4 fairly early in the opening. This thrust is very important, for it is basic to the whole conception of aggressive play by Black. The advance of Black's QBP has several important functions:

(a) It avoids a placid central position behind which White can normally proceed in a leisurely way to develop his pieces advantageously.

(b) By attacking White's center, it is the logical accompaniment to the Black KB's pressure on White's center.

(c) It makes room for the powerful counterattack . . . Q—R4, which again has the object of enhancing the pressure of the KB against White's position.

These objectives must be thoroughly understood and are explained in detail in this lesson.

The QKtP and the QRP usually remain on their original squares.

The King's Knight always plays to KB3. It often goes to K5 in connection with a pin on White's QK1 by ... Q—R4.

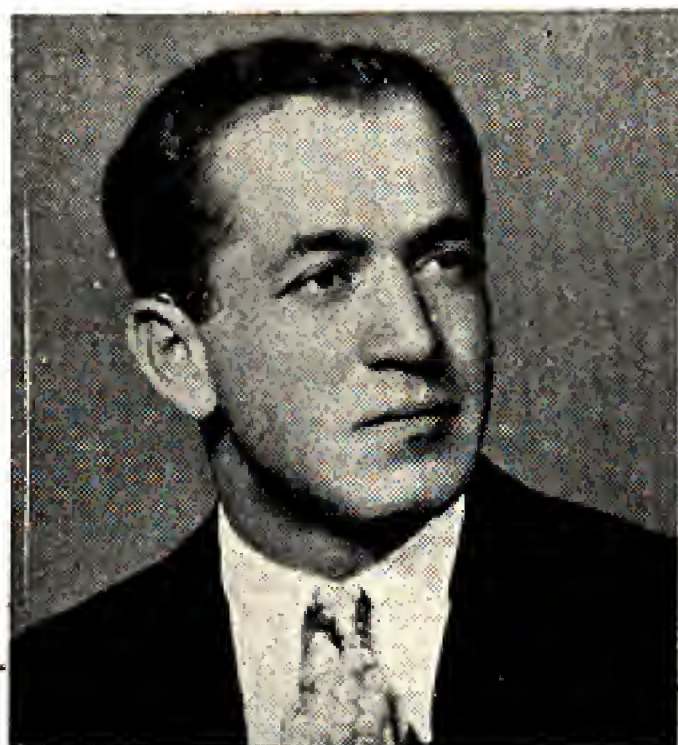
The Queen's Knight will play to QB3 in most cases, where it is well placed for effective command of the center. On some occasions, when White has played QP x P, Black may play Kt—QR3. As you know, the Knights are generally miserably ineffective on the edge of the board, but there is a good reason for . . . Kt—QR3 here; Black will play . . . Kt x BP and the Knight has a fine central location.

The King's Bishop, of course, goes to Kk2 in the opening. It generally strikes along the diagonal with great power.

The Queen's Bishop's development is by no means so clear. As a rule, the square KKt5 should be its goal. In that event it will be pinning White's Kkt and thereby doing its bit in the struggle for control of the center.

The development of Black's Rooks is usually conditioned by the battle in the center. Q1 and QB1 are therefore the favored squares for the Rooks.

The Queen's ideal goal is QR4, where it is well posted for counterattacking purposes, as has been previously indicated.



P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

Decalet Tourney Awards

The excellent response to CHESS REVIEW'S 10th Anniversary problem composing tournament calls for grateful acknowledgment to all of the entrants:

UNITED STATES

California—Percy Bowater, A. J. Fink.
Massachusetts—F. Gamage.
Michigan—Otto Wurzburg.
Minnesota—Newman Guttman, G. B. Spencer.
New York—M. Bukofzer, M. Charosh, B. Colle,
F. J. C. DeBlasio, Kelvin Demovs, G.
Mott-Smith, W. O. Peters.
Ohio—E. D. Holladay.
Pennsylvania—C. W. Sheppard.
Texas—T. Lundberg.
Washington, D. C.—Richard Cheney.

England

A. Bray, J. Buchwald, J. Bunting, W. J. Faulkner,
H. W. Grant, C. S. Kipping, H. F. W. Lane, Comins
Mansfield, J. Nield, Mrs. Holroyd Smith.

ARGENTINA

Arnaldo Ellerman, Dr. K. Skalicka.

BRAZIL

Renalto Cabral, Hercules Colonelli, Tasso Motta,
Abram Peixoto.

MEXICO

Rapael J. Bermudez.

The awards in the two-move and three-move sections follow. Our heartiest congratulations to the winners. In the self-mate section, the response was least enthusiastic; the awards, if made, will be announced in the May issue.

In the discussion of the awards you will find inevitable hints to the solutions. If you prefer, therefore, you may proceed to solve the problems before reading the awards. The prize-winning problems appear on Page 135.

(For the benefit of our new readers: a DECALET is a problem consisting of a total of TEN pieces.)

Two-Move Section Awards

by Kenneth S. Howard

Of the sixty-eight entries in the two-move section of the Decalet Tourney, two were cooked and two had no solutions. Some thirty-four were too simple, lacked any strategic element of interest, or were constructed along too familiar lines, to be considered for honors. A few of the problems were definitely anticipated, and others were so similar to previously published positions that they could not be regarded as having sufficient originality.

From the remaining twenty-four I have selected the following twelve as the best from the point of view of novelty, interest and construction.

First Prize, No. 2070, G. B. Spencer. In strategic content this problem is outstanding among the entries. The key changes two set mates, 1 . . . Q-Q8ch; 2 R-B1 and 1 . . . QxR; 2 QxQ, one of them being a cross-check. There are three cross-check variations, and in four of the mates the Black Queen is pinned. The pin produced by 1 . . . QxR, however, is not essential, since the mate is by double check. Although the Knight moves only to three different squares to give mate, the mating effects are rich, since the mates after 1 . . . K-R5 and 1 . . . KxP are different, even though the Knight goes to Kt2 in both instances. Similarly, though the Knight plays to the Bishop's square after 1 . . . Q-Q8ch and 1 . . . Q-B6, again the necessity for the Knight's moves are different. After 1 . . . Q-B6 the Knight cannot move to B5 because it interferes with the Bishop's guard of the Pawn. On the debit side are the two unprovided checks in the initial position following moves of the Black King, but this constructional defect is far overbalanced by the meritorious features of the problem.

Second Prize, No. 2071, Tasso Motta. This problem illustrates an inversion of the Gamage theme. In the Gamage theme a Black Pawn makes two objective interferences on the Black Queen line—pinned by the White one, permitting the White Queen to mate by unpinning moves. Here the procedure is reversed, moves of the Black Queen producing subjective interferences in relation to a stationary Black Pawn. The theme is most economically set, with a thematic key.

Third Prize, No. 2072, Abraham Peixoto. The thematic mating positions in this problem are those of a Nowotny interference, but because the White Knight is obliged to guard Q3 until the captures are made, the problem does not have the characteristic double threat of the Nowotny. Instead it has a threat unrelated to the interference play. The judge has seen a couple of examples of this idea, but the mechanism employed in No. 2072 is entirely original and the construction is highly satisfactory.

First Honorable Mention, No. 2073, H. W. Grant. Of course there is nothing novel in the multiple sacrifice of a White man. The setting of No. 2073, however, seems original and the play is given an attractive unity by having White's King's Bishop move to three different squares following captures of the other Bishop.

Second Honorable Mention, No. 2074, F. Gamage. While the two Rook interferences, and the 1 . . . R-K4; 2 PxR variation, are both familiar lines, they may not have heretofore been blended, and the combination of the three defensive moves by the Rook produces a very pleasing effect.

Third Honorable Mention, No. 2075, Otto Wurzburg. This composition is along familiar lines and it is difficult to determine how closely it may have been anticipated. The key is thematic and the construction attractive, except for the unprovided flight. The black self-pins are equally as interesting as the cross-checks. The self-pins produced by 1 . . . K-B4 and 1 . . . KtxR are good. It is too bad that

the third self-pin, 1 . . . KtxKt, does not lead to a distinct variation.

First Commended, No. 2076, G. Mott-Smith. This problem illustrates the shut-off switchback, or "Mouse Trap," theme. It is the type of position of which one fears to find anticipations, but the judge has not been able to discover any previous problem that disqualifies this one. The echoing variation, which is not a switch back, adds considerably to the beauty of this entry.

(to be continued)

Three-Move Section Awards

by Alain White

The novel idea of limiting composers to problems with 10 pieces—no more, no less—has stimulated a surprisingly varied response. Some have sought for strategic play, others for purely mating-net effects, and several for opposition themes. It is pleasant to see what interesting work has resulted with the limited means available.

The charm of the entries lies primarily in their attractive positions, though occasionally one feels that the composers have been unduly restricted in their choice of themes. The proportion of Pawns used seems high, numerous entries having 40 or 50% of

the forces represented by this humble equipment. The weak point of several entries will be found in the keys, the composers having been found to introduce unprovided flight squares in the initial positions to insure soundness without adding extra force.

First Prize, No. 2077, Otto Wurzburg. Fine key, as mate for 1 . . . R-B2ch is provided initially by 2 B-B4ch, and the solver will hesitate to close White's KKt1-KKt7 line. The play presents separate opposition to the moves of the Black Rook in two directions. If the Black Rook moves vertically, the White Rook counters; if the Black Rook moves horizontally, the Bishop cuts it off. Nice defenses to the threat result thereby. Altogether a masterly study.

Second Prize, No. 2078, C. S. Kipping. A highly original study in Black checks by consecutive pieces. 1 . . . R-R8ch leads the White King to expose himself to further danger from the Black Knight, with a fine straddle pair of White Queen mates. And if 1 . . . R-K4ch, we have a pretty sacrifice of the Queen. The short threat is unavoidable. The presence of only one Pawn is particularly satisfactory.

Third Prize, No. 2079, Dr. K. Skalicka. Three pretty variations are blended with a neat complete block key. The problem is attractive alike to the eye and to the solving sense.

(To be continued)

Levin Wins Christmas Solving Contest

The Christmas problems met with a very lively response on the part of a number of solvers. Some of the comments and solutions were as fantastic as the problems themselves . . . The winning set of solutions was submitted by JACOB LEVIN of Philadelphia. He was the ONLY solver to find the intended solution of No. 2025 and, in general, his handling of all problems was little short of perfect. Heartiest congratulations! Levin, by the way, is one of the leading chess players in this country. It was his first formal attempt at problem solving!!

Honorable Mention is being awarded to the following:

Sven Almgren, Brooklyn, N. Y.
C. F. Richter, Pasadena, Cal.
A. J. Souweine, New York, N. Y.
David Stolper, Trudeau, N. Y.

The solutions to the Christmas Problems are given below.

Christmas Solutions

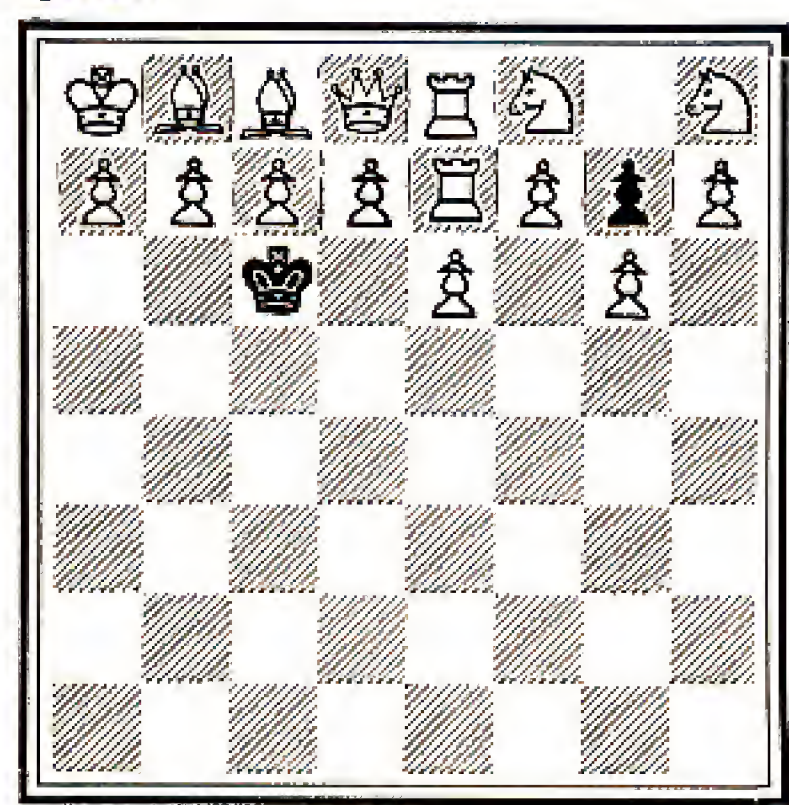
(December, 1942)

2020: 1 Kt-R6, K-R4; 2 Kt-Kt4, K-R5; 3 Kt-B2, K-R4; 4 Kt-Kt6, K-R3; 5 Kt-B8, K-R4; 6 P-Kt4ch, K-any; 7 P-Kt5, K-R4; 8 Kt-Kt6, Px Kt Mate. This is a fine illustration of interchange of function between two pieces, for P(Kt2) and Kt(Kt8) guard, respectively, R6 and R3 in the mating position. Note that if Black were required to move first,

White could force a selfmate in one move. **2021:** White may NOT castle. Black's QKt was captured by White's QRP on White's QKt3, releasing White's QR which was captured by Black's QP on Black's QB3. Black's QB exited PRIOR to Black's KB which was captured by White's KRP, thus releasing White's KR, now stationed on White's QR1. Hence, castling is not allowed. Q.E.D. **2022:** 1 P-B4, K-Q2; (and now White can mate by B-Kt6 but for the frustrating fact that any move by Black, all of whose 16 pieces are mobile, spoils this scheme; but a surprising maneuver follows) 2 P-Kt4, PxP e. p. Mate! Without a Grasshopper a Pawn move to two squares instead of one cannot be forced. Compare this problem with No. 1958 (CHESS REVIEW, May 1942) wherein Black, with his entire force intact and mobile, is forced to castle in order to enable White to execute a mate different from the threatened mate which is impaired by any other Black move. Congratulations to Charosh for accomplishing an extremely difficult task. **2023:** 1 PxP e. p. Mate. Black's last move must have been P(K2)-K4. Two White pieces, Kt and KKtP, and three Black pieces, Q, QRP and QKtP, are off the board. White Kt was captured by Black's QBP now stationed on Black's Q7. White KtP could not have been promoted and subsequently captured by Black's

QBP, for a minimum of two captures would have been required for the KtP to reach the 8th rank, and that is not possible. (The capture of the Black Q on the Q file is already accounted for, and the missing Black Pawns could not have been captured as promoted pieces on the King side of the board, for each would have required at least one capture to promote.) It follows that neither the missing White Kt nor the KtP could have been captured by Black's B at Black's Kt4. By inspection, it can be ascertained that none of the other Black pieces could have moved last, with exception of P (K4) which came from K2. Q.E.D. **2024:** Master White is playing Amateur Black at QR odds, but the right to castle is retained. 1 O-O-O (i. e. move K to QB1), threatening 2 Q-B4 Mate 1 . . . B-any; 2 Q-Kt7ch etc. 1 . . . K-Kt6; 2 Q-Kt4ch etc. **2025:** 1 K-Kt7, P-R4; 2 K-B6, P-R5; 3 KxP(K5), P-R6; 4 K-K4ch, P-Q4ch; 5 K-B3, K-B1; 6 K-Kt2ch, K-Kt1; 7 R-B7, P-Q5; 8 K-R1, PxP; 9 BxP, P-Kt4; 10 R-B8ch, KxR; 11 Q-Q6ch, K-K1; 12 B-Kt1ch, B-K5 Mate. (Add White Pawn at White QB2 in order to prevent some unintended lines discovered by Solver David Stolper.) **2026:** Assume that White moved any Pawn from the original square. A. 1 RPxP e. p., RxR; 2 R-R2, RxR Mate. B. 1 BPxP e. p., RxB; 2 B-B2, R-R6 Mate. C. 1 Q-PxP e. p., RxKP; 2 R-Q2, RxQ

Mate. D. 1 PxBP e. p., Kt-K7; 2 B-K4, BxB Mate. E. 1 PxRP e. p., B-B7; 2 P-R7, RxKRP Mate. But, in addition, the following was discovered by several solvers: 1 BxP, Kt-K7; 2 B-K4, BxB Mate. An unkindly cut! 2027: White, obviously, is moving DOWN the board, for otherwise we have an illegal position because of the Pawn cluster on the left side of the board. 1 P-B7, BxP; 2 R-K5ch, BxR; 3 R-Q8ch, RxR; 4 Q-B7ch, KxQ Stalemate. 2028: White Kt should be Black. White retracts P(K6)xP(B7) and plays P-K7 Mate. Black retracts Kt(K2)-Kt1 and plays KtxB Mate. It is also possible for White to retract K(K6)xP(Q6) and play RxQ Mate, unless a Black piece is added to guard the Black Queen. 2029: A precise sequence of moves was not intended; nor, of course, can it be forced. 1 P-Kt6 is necessary, in order to keep the Black Pawn on its original square, and then follows 2 Q-Q8, and the White pieces proceed to do pretty much as they please, while the Black King keeps shuffling back and forth from R3 to R4. The KBP is smuggled over from B5 to B6 (and then B7) by means of a discovered check. The final position reached is as follows, with Black King, obviously, having a choice of a number of other squares:



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The best analysis of No. 2029 was submitted by Sven Almgren who, by promoting QRP to B, placing White K on K7 and effecting an appropriate arrangement of the other pieces, shows that a self-stalemate can be forced in 50 moves. The solution, however, is not valid, since the promotion of the Pawn violates the stipulation which expressly provides for maintaining the entire White force IN-TACT.

January Solutions

(Maximum Credit—58 Points)

2030: P-K6. 2031: R-B5. 2032: R xP. 2033: Q-Kt2. 2034: Kt-Q2. 2035: B-R6. 2036: B-Kt5!! The tries Kt-Kt5 and Q-Kt2 are adequately countered by P-Kt7 and RxR, respectively. 2037: R-KKt5. 2038: Q-R8. 2039: Q-KB8. 2040: 1 B-B8, K-R1; 2 Q-R8 etc. 2041: 1R-B8, threatening 2 P-K8 (Q) Mate 1... KxR2; 2 B-K6ch etc. 1... RxP; 2 K-Kt7 etc. 1... R-B1; 2 R-Q8ch etc. 2042: 1 Kt-R4, KxKt; 2 Q-Kt7 (or Q-Kt8 etc.) 1... K-Kt4; 2 K-Kt3 etc. 1... K-B5; 2 QxRP etc. 1... P-B4; 2 Kt-B3 etc. 2043: 1 B-K8, K-Q4; 2 Q-Kt7! etc. 1... K-K2; 2 Q-Q7ch etc. 1... Q-B2; 2 Q-Q7ch etc. 1... P-B5; 2 Q-Kt7 etc. 2044: 1 R-B4! KxR; 2 Kt-B3 ch etc. 1... PxR; 2 B-Kt1ch etc. 1... K-B4; 2 B-Kt1ch etc. 2045: Intention, R-K3, but also solved by B-R6, Kt-B5ch, Kt-B6ch. 2046: 1 B-Kt7! threatening 2 PxKt etc. 1... K-Q5; 2 Q-B4ch etc. 1... B-R8; 2 Q-Q2! etc. 1... B-B3 (or B-Kt2 or B-R1); 2 Q-B4 etc. 1... B-K4; 2 Q-K2 etc. 1... Kt-Kt5; 2 Q-B2ch etc. 1... Kt-K4; 2 B-B2ch etc. 1... Kt-B8; 2 Q-KKt2 etc. This is a splendid task achievement by Cheney. The White Queen mates on 10 different squares in as many different mating positions. 2047: 1 R-K6! threatening 2 QxPch etc. 1... K-B4; 2 Q-B2ch! etc. 1... K-Q4; 2 QxP ch! etc. There are some very close tries which fooled a number of solvers. 2048: 1 Q-R8, R-any; 2 Bx Ktch etc. 1... B-any; 2 RxPch etc. 2049: 1 R-B3! threatening 2 KtxPch, QxKt Mate 1... Kt-B5; 2 Q-K7ch, KxQ Mate. 1... Kt (K4)-else; 2 Kt-B5ch, RxKt Mate. Note that 1 R-B6ch does NOT solve, for after 1... KtxR no selfmate can be forced.

February Solutions

(Maximum Credit—30 Points)

2050: Kt-Q1. 2051: Kt-Kt3. 2052: Q-QR. 2053: Intention, Q-Kt6. Cooks; Kt-Kt6ch and Q-Q3. 2054: Intention, Kt-Kt4. Cook, R-Q2ch. 2055: Q-B4. 2056: Intention, P-Q4. Cook, P-Q3. 2057: B-Kt7. 2058: 1 B-Kt2 threatening 2 R-R8 Mate. 1... Kt-B7; 2 K-R7 etc. 1... Kt-

Kt8; 2 K-R8 etc. 1... P-K4; 2 KxP etc. 2059: 1 B-B3!! K-Kt2; 2 B-Q7 etc. 1... K-Q4; 2 Kt-K7ch etc. 1... K-Kt4; 2 B-Q7ch etc.

Solvers' Standings

The January winner is Prof. G. W. Hargreaves, Auburn, Ala., with a score of 271 points. The February winner is Sgt. G. M. Plowman stationed in Nashville, Tenn., with a score of 287 points. Congratulations to both!

The standings to date of all solvers are as follows:

Abrams (122); Akers (30); Aks (22); Allen (38); Allmeroth (60); Almgren (267); Anderson (16); Bailey (116); Baldwinson (74); Bennett (79); Bock (15); Borowski (63); Braukman (15); Buerger (13); Burstein (208); Buser (54); Calkins (10); Chauvenet (45); Cheney (42); Currie (67); Czermak (49); Daly (226); Dana (17); Dankoler (29); DeBlasio (249); Dittmer (19); Domen (73); Driver (43); Einhorn (69); Elsmen (194); English (22); Ernest (52); Faris (4); Fink, A. J. (138); Fink, Arthur (151); Finkelstein (12); France (None); Friauf (48); Galucio (121); Gersoni (18); Grande (17); Greenfield (68); Gross (44); Haines (42); Haley (11); Halliwell (182); Hanft (148); Hannak (70); Hargreaves (22); Hays & Stolper (228); Herman (107); Hicks (58); Hiser (61); Holladay (152); Jackson (60); Jacobson (39); Jenkins (69); Karpel (103); Katz (62); Kipping (167); Korpany (136); Kubala (10); Ladner (97); Landau (22); Lasell (11); Lindgren (37); Lourie (278); Ludlow (182); Lundberg (280); Lundgren (10); Lynch (19); McCarter (19); Marcus (119); Matosian (52); Meyer (66); Millard (48); Mulligan (94); Myrover (26); Ninburg (None); Noble (97); Oakley (88); Olesen (64); Peters, W. J. Jr., (19); Peters, W. O. (201); Plowman (None); Pokorne (22); Popper (271); Rauch (22); Richter (127); Rivise (281); Rosen (22); Rosenberg (22); Rosenberger (77); Russell (15); Ryder (201); Sans Souchi (12); Schroeder (231); Schwartz (13); Seavey (4); Seeley (40); Seidman (251); Shetel (239); Shive (8); Siltzer (12); Sommer (2); Souweine (169); Spiegel (258); Standlee (4); Star (6); Steinmeyer (68); Stone (4); Stout (19); Sutherlin (6); Swart (169); Talmadge (137); Teplitsky (22); Thomas (67); Thompson (21); Thurlow (15); Tump (13); van Lint (77); Wadsworth (53); Watson (90); Weiner (247); Weiss (64); Weizmann (61); Williams (67); Winnberg (197); Wise (18);

Unlisted solvers, whose names have previously appeared, are on the INACTIVE list.

Decalet Tourney Prize-Winners

SOLUTIONS TO PROBLEMS 2070-2079 MUST BE POSTMARKED NOT LATER THAN JUNE 25, 1943

TWO-MOVE SECTION

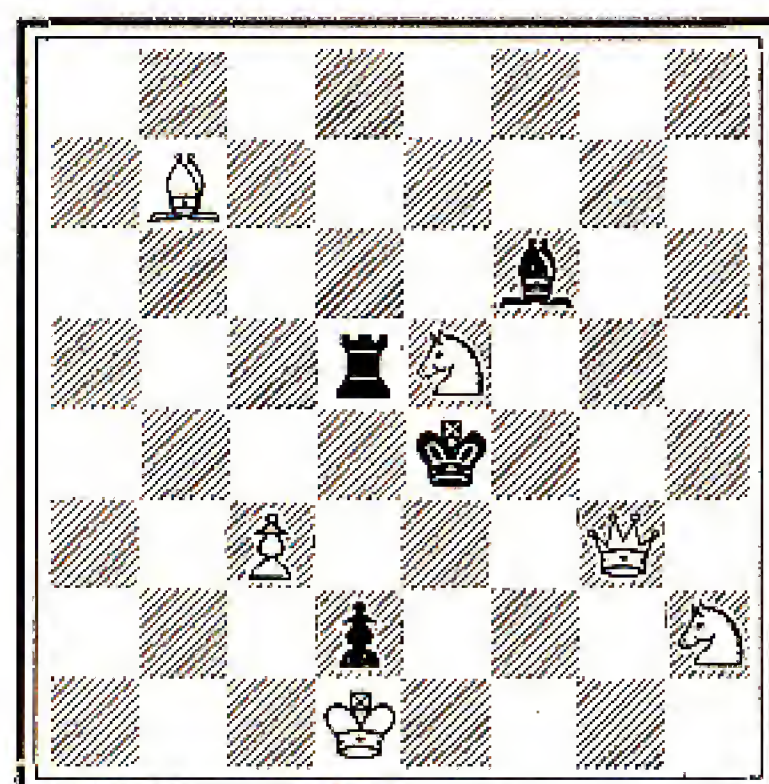
First Prize
2070—G. B. Spencer
Second Prize
2071—Tasso Motta
Third Prize
2072—Abram Peixoto

First Honorable Mention
2073—H. W. Grant
Second Honorable Mention
2074—F. Gamage
Third Honorable Mention
2075—Otto Wurzburg

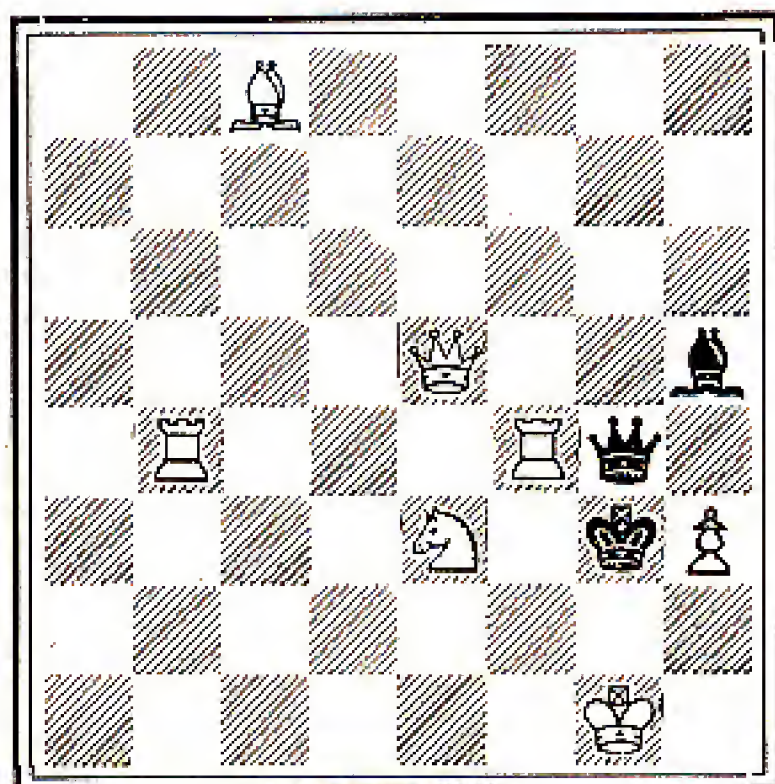
First Commended
2076—G. Mott-Smith

THREE-MOVE SECTION

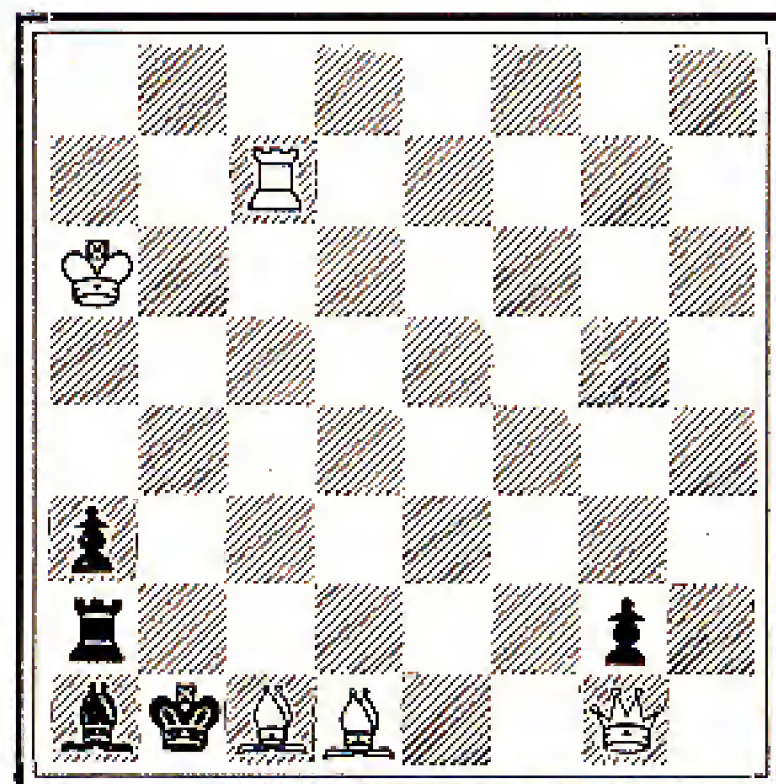
First Prize
2077—Otto Wurzburg
Second Prize
2078—C. S. Kipping
Third Prize
2079—Dr. S. Skalioka



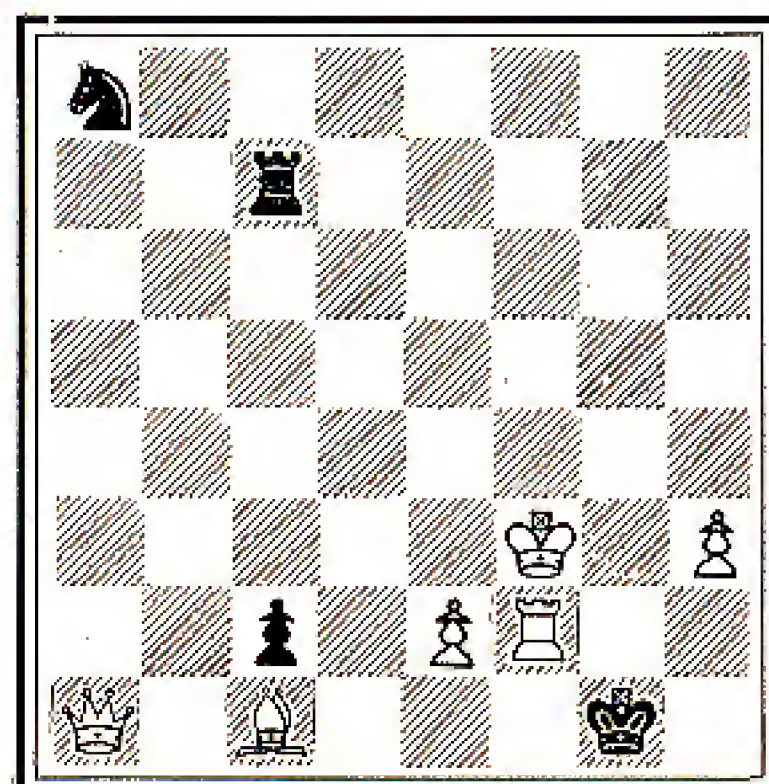
2076 Mate in 2



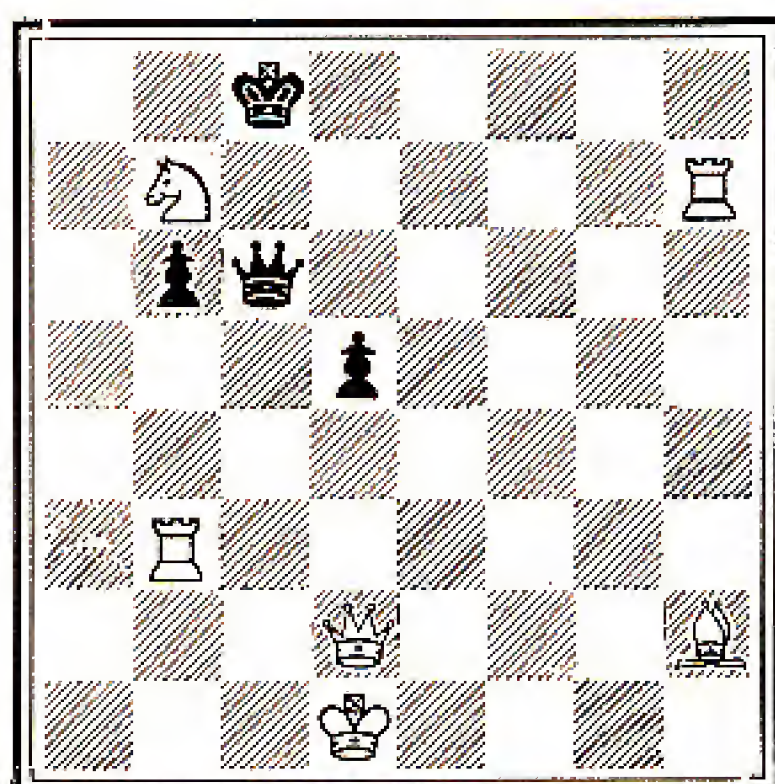
2070 Mate in 2



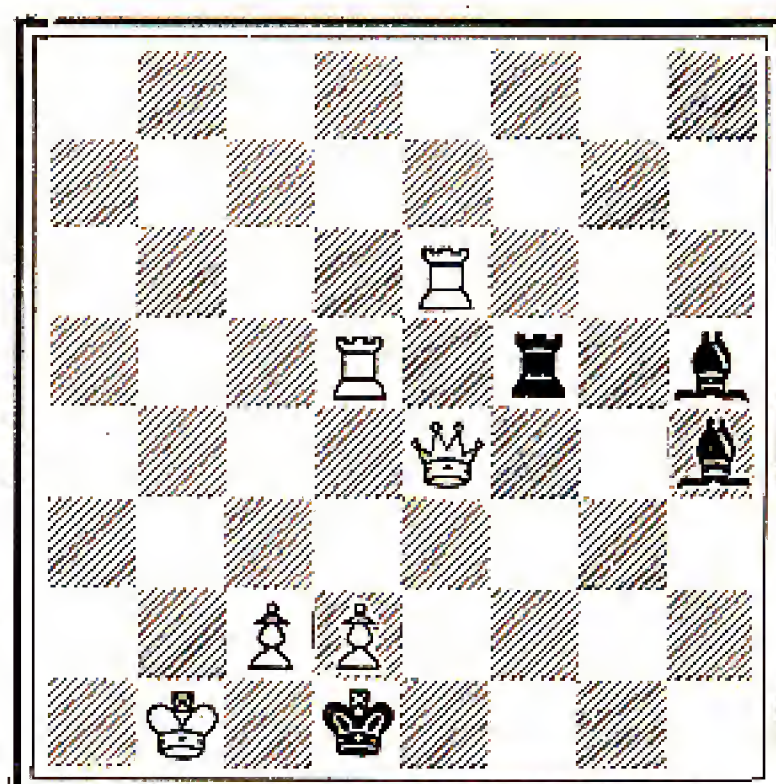
2073 Mate in 2



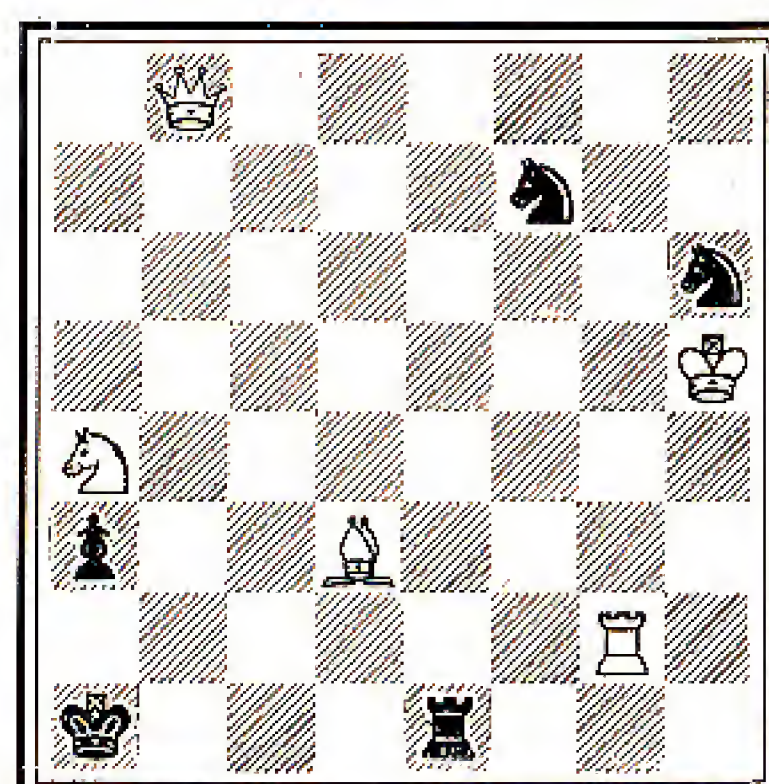
2077 Mate in 3



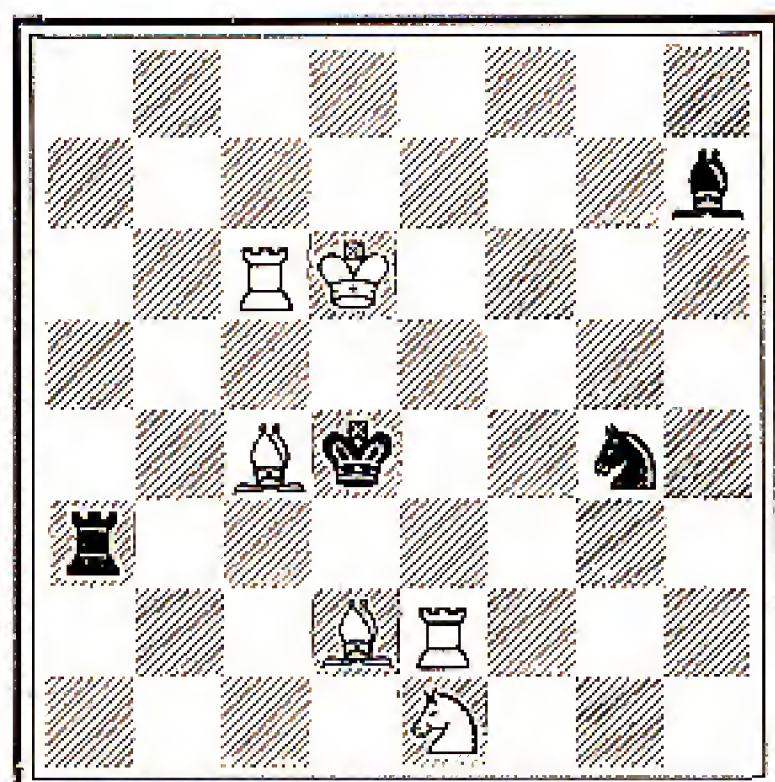
2071 Mate in 2



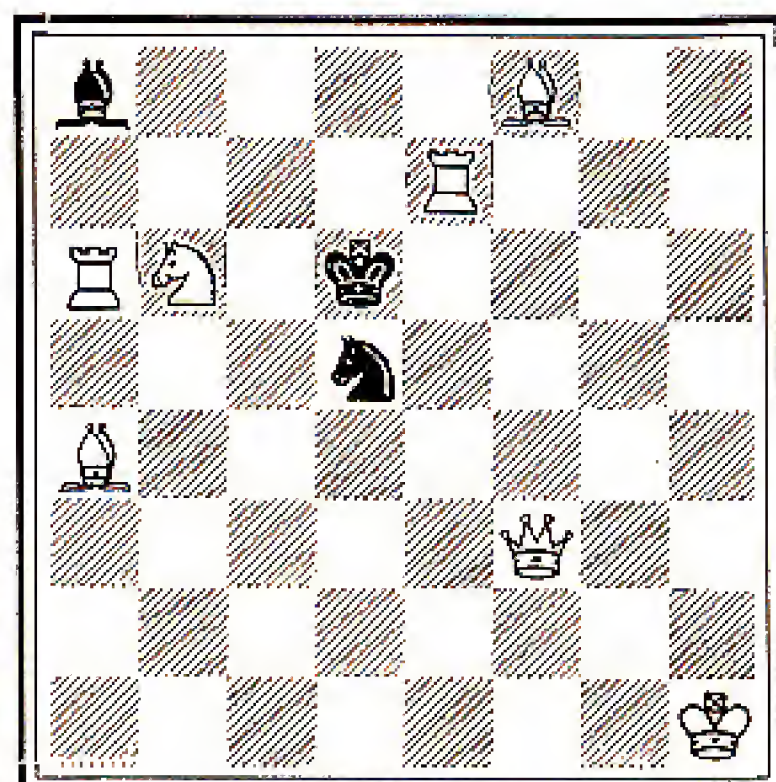
2074 Mate in 2



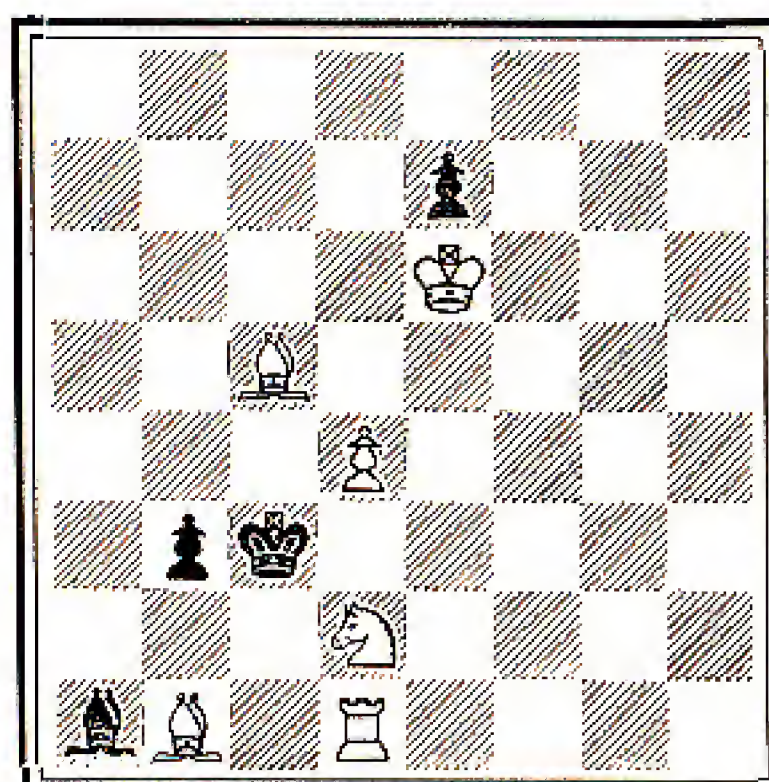
2078 Mate in 3



2072 Mate in 2



2075 Mate in 2



2079 Mate in 3

CHESS BY MAIL



LT. NAT HALPER

LIEUT. NAT HALPER is one of the Marshall Chess Club's growing list of members now serving in the armed forces. He played regularly on the club's championship team and last year took part in the Marshall-Manhattan match—as a Private. Unable to find much competition in Army Camps, Halper took up Postal Chess and has been a welcome member of our group during the past few months. He finds it an excellent means of keeping in touch with chess and chessplayers. Halper writes:

"My chess career? Started at the age of 8. Played in the New York High School League. Then in Columbia and the Manhattan Chess Club. Quit for about 12 years—joined the Marshall—and the Army got me.

"In my early career I knew nothing about chess, but had a certain slyness. In my later career, I knew nothing about chess, but had a certain cussedness. I never knew enough to know how to win a game, but because of my orneriness and cunning, I have been able to tie games with Kashdan, Horowitz, Hanauer, Reinfeld, Bernstein, Ulvestad, Santasiere, M. Green and L. Levy And—were they annoyed!"

With Our Postal Players

by JACK W. COLLINS
Postal Chess Editor

The Victory Tournament is now in full swing. The number of entries has risen to 245, comprising 35 sections. Thirty-three states and the District of Columbia are represented by players of varying degrees of skill. It is still much too early to point to a possible winner of the Grand First Prize of \$100.00, or even to discern trends in the course of the play, as the initial results are only just beginning to arrive. Those who had the honor of reporting the first wins were: Mannis Charosh of Brooklyn, N. Y., and Edward Varhola of Port Richmond, N. Y. Next month will probably bring additional victors to their side.

Among the many prominent over-the-board and correspondence chessmen who are competing in the tournament are: J. W. Barnhart, L. Borker, Eldorous Dayton, John Hassialis, Dr. Max Herzberger, Capt. R. P. Kemble, Paul Little, Erich W. Marchand, A. G. Pearsall, Dr. B. Paul, Irving Rivise, Bela Rozsa, Ted Rozsa, Donald Sibbett, Dr. R. C. Slater, and W. H. Steckel.

The fair sex is also represented by three ladies, two from the east, and one from the west. They are: Mrs. H. Lyman of Mattapan, Mass., Mrs. M. Piatt of Philadelphia, Pa., and Mrs. E. M. Miller of Burbank, California.

Joe Liken of Tulsa, Okla., is the most prolific competitor. He has entered five preliminary sections, the maximum number permitted under the Rules. Not far behind is A. P. Buschine of San Jose, California., who is playing in three sections. These fellows are real enthusiasts and are doing their share to make the contest a success.

Many service men are taking a hand in this chess fray, too. Members of the Army, Navy, Coast Guard, and Air Force find time, when the day's duty is performed, to carry on their postal chess games. We are proud to have these boys with us.

Whether or not the eventual winner of the

Victory Tournament will come from those mentioned above, or from the scores of ambitious, talented, contestants of lesser fame, or even from those who will be later entries, only the running of the race will show. But be he favorite or long-shot he will be up against a tough field, and will have to set a pace to be remembered. In the meantime, remember the list will be open for a bit longer and added starters are welcome.

During the remainder of the tournament we shall give an occasional resume of what has happened in the different sections, and who the current leaders are. Outstanding games will be included in the Postal Chess Games of the Month.

Not long ago Isaac Ash, whose chess column is featured in the Philadelphia Inquirer, sent us the following letter. It is from a man behind the man behind the gun, and expresses the thoughts of one who has recently been converted to correspondence chess. It reads:

"Dear Mr. Ash: Some time ago I wrote you asking if you could contact me with a chess player in my neighborhood, preferably on a Sunday, and at hours suitable to me, because of my continuous defense work at night. Well, to cut the story short, I have had my desire satisfied. I subscribed to CHESS REVIEW, as advertised in your column, and have entered the Postal Victory Tournament—and am having a swell time. One of your correspondents, Robert D. Grande, of Adams, Mass., is one of my contestants, and I am playing black against his Queen Pawn Opening. For the first time in my life I have had a chance to study the mechanics of the different openings and defenses via slow motion, so to speak, and it has helped me very much! I had always thought postal chess just about the last straw, too slow, but brother, with a Sicilian, a Queen Pawn, and four Ruy Lopez games to take care of, there is plenty of action!!!—G. WAYNE CONGER."

Mr. Conger is not the first one who has changed his opinion about mail chess, and neither is he the only one who has found that it is the single branch of the game which adjusts itself to particular cases. We learn of more and more such persons every month.

1943 VICTORY TOURNAMENT

\$300.00 IN CASH PRIZES

FIRST PRIZE \$100

Second Prize . . \$50

Third Prize . . . \$25

4th PRIZE \$15

5th PRIZE \$10

6th PRIZE \$10

7th PRIZE \$10

8th PRIZE \$10

9th PRIZE \$10

10th PRIZE \$10

**Next TEN Prizes (11th to 20th)
\$5 each \$50**

Additional Book Prizes

EVERY player who qualifies for the final round and finishes his playing schedule but fails to win a cash prize will be awarded a copy of the NEW \$3.00 CHESS CLASSIC "The Golden Treasury of Chess"—a big 304-page compendium containing 540 of the most brilliant games of chess ever played. (Published by Horowitz and Harkness, New York).

Consolation Prizes

EVERY player who enters this tournament and finishes his playing schedule but fails to qualify for the final round will be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament where he will compete for prizes in a 7-man section.

ENTER NOW!

Don't miss this opportunity to play Postal Chess for these big CASH PRIZES. Entry list closes JUNE 30th. Mail your entry now—before it is too late. Use coupon below.

The pleasure and enjoyment you derive from playing chess by mail can now bring you the added thrill of competing for—perhaps winning!—one of these BIG CASH PRIZES!

Twenty (20) cash prizes, amounting to a total of \$300.00, will be awarded to the twenty players who finish with the highest scores in CHESS REVIEW's new 1943 VICTORY TOURNAMENT. The Grand First Prize is \$100.00!! Second Prize is \$50.00! Third prize is \$25.00! And there are 17 other CASH prizes, as listed on this page.

But that isn't all! Every player who qualifies for the final round and finishes his playing schedule will either win one of these 20 cash prizes or he will be awarded a big 304-page \$3.00 book entitled "The Golden Treasury of Chess," containing 540 of the most brilliant games of chess ever played.

This is one event in which everybody wins a prize of some kind. You can go after that big \$100.00 first prize, or one of the other 19 cash prizes; but, if you don't succeed, you will have an opportunity to win a \$3.00 book prize. (We estimate that at least one-fourth of all entries will reach the final round and win a cash or book prize!)

Even if you fail to qualify for the finals, you will then be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament, where you will compete for prizes in a 7-man section.

Anybody can enter this tournament. It doesn't matter whether you have played postal chess before or not. Now is a good time to start. Complete instructions, explaining how chess is played by mail, will be sent to all new entries, together with our Rules of Postal Chess.

Read the Tournament Rules on the next page and then fill in and mail the entry form below, or a copy of it, to CHESS REVIEW, 250 West 57th Street, New York, N. Y.

CHESS REVIEW, Postal Chess Dept.,
250 West 57th St., New York, N. Y.

**ENTRY
FORM**

I enclose \$----- Enter my name in -----
section(s) of your 1943 VICTORY TOURNAMENT.
The amount enclosed covers the entry fee of \$2 per
section.

New players only: Please fill in line below in order
that we may include your name in our list of Postal
Chess Ratings.

I consider myself a Class.....(A, B or C) player.

Name -----

Address -----

City ----- State -----

PRIZE-WINNERS THIS MONTH

| Sec. | Player | Prize | Score |
|--------|---------------------|-------|---------|
| 42-C1 | J. J. Rehr | 1 | 5½ — ½ |
| 42-C1 | J. E. Hurt | 2 | 4 — 1 |
| 42-C13 | A. J. Ozgo | 2 | 5 — 1 |
| 42-C13 | H. Siller | 3 | 3½ — 2½ |
| 42-C20 | J. A. Coulter | 1 | 4 — 0 |
| 42-S1 | L. Borker | 1-2 | 5½ — ½ |
| 42-S1 | C. M. Fenley | 1-2 | 5½ — ½ |
| 42-S1 | A. Engelmann | 3-4 | 3½ — 2½ |
| 42-S1 | G. M. King | 3-4 | 3½ — 2½ |
| 42-S5 | R. L. Brown | 3 | 4 — 2 |
| 42-S7 | M. Petell | 1 | 6 — 0 |
| 42-S7 | C. F. Wright | 2 | 4 — 2 |
| 42-S9 | L. Borker | 1 | 6 — 0 |

Players who tie for first and second prizes in the 1942 Sectional may, by mutual consent, play a 4-game match to decide the prize awards. Otherwise, the tie will be broken under the Sonneborn-Berger system. Duplicate prizes will be awarded to players who tie for third.

TOURNAMENT NOTES

Unfortunately, we have been forced to revise our rules and can no longer accept entries from players outside the U. S. and U. S. possessions. This ruling is "for the duration" only. Reason: some censors are returning communications with chess moves between U. S. and Canada. We have withdrawn the entries of Canadian players in the Victory Tourney and in some sections of the Class Tourney. All scores are annulled and new players substituted in the Victory sections. We will miss our Canadian friends.

1943 CLASS TOURNAMENT

You can join this tourney at any time. You will be grouped with six others of about THE SAME PLAYING STRENGTH AS YOURSELF. Sections are continually being formed. If you have not played in our tourneys before, please specify whether you consider yourself a Class A, Class B, or Class C player.

Prizes in Each Section: Credits of \$4, \$2 and \$1 to the first, second and third place winners respectively. These credits may be used to purchase chess books or equipment. Entry fee is \$1. You may enter as many sections as you please at \$1 each.

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Postal Chess Department

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100 for 75c — 300 for \$2

Game Score Sheets: Pad of 100 sheets, 6" x 11", ruled for 60 moves ----- 50c each

Loose-Leaf Game Score Book: High quality loose-leaf binder with 50 game score sheets. Handy pocket size 4¼" x 6½". Sheets 3½" x 6" ruled for 60 moves. Diagram blank on back of each sheet. Complete ----- \$1.00

(Refill sheets — 75c per 100)

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New York, N. Y.

VICTORY TOURNAMENT RULES

1. Two qualifying rounds and one final round will be played in CHESS REVIEW'S 1943 Victory Tournament. In all three rounds, contestants will compete in sections consisting of seven players. Each contestant in a section will play one game with each of his six opponents (3 games with White, 3 with Black). To expedite play, every effort will be made to group players by geographical location.

2. All contestants in the preliminary round who score 3½ or more game points will qualify to play in the semi-final round; and all semi-finalists who score 3½ or more game points in the semi-final round will qualify to play in the final round. (In each case, players who score 3½ points will immediately be grouped in sections with other qualifiers so that play in the three rounds will overlap to some extent).

3. In the event that additional players are required to complete the last sections formed in the semi-final and final rounds, these players (from one to six in each case) will be selected from among those who scored 3 points in the previous round and in the order of their CHESS REVIEW Postal Chess Ratings at the time these final sections are made up.

4. Except as provided in Rule 3, players who score less than 3½ points in the preliminary round and qualified semi-finalists who score less than 3½ points in the semi-final round will not be eligible for the announced cash and book prizes. However, each of these eliminated contestants will become eligible to play in one section of CHESS REVIEW'S regular Postal Chess Class Tournament, without payment of any additional entry fee, provided the contestant has continued and finished all his scheduled games in the 1943 Victory Tournament.

5. A First Prize of \$100.00 and 19 other cash prizes will be awarded by CHESS REVIEW in accordance with the published schedule of prizes to those 20 qualified finalists who achieve the highest total scores in the three rounds of the tournament. In addition, every qualified finalist who finishes his playing schedule in all three rounds, and who fails to win a cash prize, will be awarded a \$3.00 book prize, as announced in the published schedule of prizes.

6. When computing the total scores of qualified finalists to determine the distribution of prizes, each game won in the preliminary round will be scored as 1 point; each game won in the semi-final round will be scored as 2.2 points; each game won in the final round will be scored as 4.5 points. A drawn game will be scored as half these respective amounts. (This weighting system is adopted to provide for the fact that game points in the three rounds are scored against progressively stronger players. Moreover, the weighting system will practically eliminate ties in the final standings.)

7. No contestant may win more than one prize and no prize will be divided. In the case of ties, if 2 or more finalists tie for first place, achieving the same total score as computed in rule 6, then the first 2 or more prizes will be reserved for those finalists and the prizes will be awarded in accordance with the scores achieved by them in a tie-breaking round-robin contest in which each contestant will play two games with every other contestant. Similarly, ties for any other cash prizes will be broken in the same manner. Any ties which may develop in the tie-breaking contests will be broken under the Sonneborn-Berger system.

8. The entry fee is \$2. No additional fee is charged for semi-final or final rounds. A contestant may enter up to five (but not more than five) preliminary sections upon payment of the entry fee of \$2.00 per section. Multiple entries by one person will compete and qualify as though made by separate individuals. However, as no contestant may win more than one prize, a player who qualifies for more than one section of the final round will be awarded his book or cash prize on the basis of the total score achieved by only one of his multiple entries. (The entry making the highest total will be taken.) Multiple entries will always be placed in different sections of each round. A free entry into the Class Tournament will be given for each entry in which the contestant fails to qualify for the final round.

9. This tournament will be played under CHESS REVIEW'S official Rules and Regulations of Postal Chess with certain amendments and additions. A copy of the Official Rules and special playing rules which apply only to this tournament will be mailed to each entry, or to any prospective entry upon request.

10. Upon entering, each contestant agrees that the decision of CHESS REVIEW and its Postal Chess Editor in all matters affecting the conduct of the tournament, including the acceptance and classification of entries, the adjudication of games, the award or refusal of forfeit claims, the distribution of prizes, and all interpretations of the rules and regulations, shall be final and conclusive.

POSTAL CHESS GAMES OF THE MONTH

(Notes by Jack W. Collins)

RETI OPENING

Mrs. D. S. Muir

White

J. Holiff

Black

| | | | |
|----------|--------|----------|--------|
| 1 Kt-KB3 | P-Q4 | 9 QKt-Q2 | O-O |
| 2 P-B4 | P-QB3 | 10 R-B1 | R-B1 |
| 3 P-QKt3 | B-B4 | 11 Q-B2 | Q-B2 |
| 4 P-Kt3 | P-KR3 | 12 P-K4 | PxKP |
| 5 B-KKt2 | Kt-B3 | 13 PxP | B-R2 |
| 6 B-Kt2 | P-K3 | 14 KR-K1 | P-QR4 |
| 7 O-O | B-K2 | 15 P-QR3 | P-QKt3 |
| 8 P-Q3 | QKt-Q2 | 16 Q-B3 | Kt-K1 |

Black's inability to enforce P-K4 begins to be felt. This could have been accomplished earlier by B-Q3 and Q-K2.

| | | | |
|-----------|----------|----------|-------|
| 17 P-QKt4 | P-QB4 | 20 Kt-K5 | Kt-R4 |
| 18 P-Kt5 | R-Q1 | 21 Kt-B6 | B-B3 |
| 19 Kt-B1 | Kt(2)-B3 | 22 P-K5 | R-Q6 |

23 Q-B2

B-Kt4

23 . . . RxKtP would be met with 24 Q-Q1, leaving three Black pieces hanging.

| | | | |
|----------|------|----------|---------|
| 24 B-K4! | BxB | 26 R-R4! | BxR(R4) |
| 25 RxB | P-B4 | 27 QxR | B-K2 |

28 R-Q1

P-Kt3?

After weathering the preceding storm Black now falters and drops a piece, 28 . . . R-B2 was necessary.

| | | | |
|----------|-------|-----------|--------|
| 29 Q-Q7 | QxQ | 34 B-B1 | P-Kt5 |
| 30 RxQ | B-Kt4 | 35 B-Kt5 | Kt-B2 |
| 31 P-KR4 | R-B2 | 36 Kt-Q2 | Kt-Kt2 |
| 32 RxR | KxR | 37 B-Q8 | Kt-R1 |
| 33 PxB | PxP | 38 Kt-Kt3 | K-K1 |

39 KtxBP

....

The quickest way.

| | | | |
|------------|------|---------|----------|
| 39 | PxKt | 41 B-Q8 | Kt-K1 |
| 40 BxP | K-Q2 | 42 K-B1 | Kt(R)-B2 |

43 K-K2

Resigns

Nothing can be done to stop the two passed pawns.

TWO KNIGHTS DEFENSE

Bela Rozsa

White

Ted Rozsa

Black

| | | | |
|----------|--------|------------|-------|
| 1 P-K4 | P-K4 | 7 BxP | QxB |
| 2 Kt-KB3 | Kt-QB3 | 8 Kt-B3 | Q-QR4 |
| 3 B-B4 | Kt-B3 | 9 KtxKt | B-K3 |
| 4 P-Q4 | PxP | 10 QKt-Kt5 | O-O-O |
| 5 O-O | KtxP | 11 KtxB | PxKt |
| 6 R-K1 | P-Q4 | 12 RxP | B-Q3 |

13 B-Kt5

QR-B1

A good alternative would be 13 . . . QR-K1; 14 Q-K2, K-Q2; 15 RxR, RxR; 16 Q-Q2 (if Q-Q3 or Q-B4 then Kt-K4!) Q-QKt4.

| | | | |
|----------|------|----------|--------|
| 14 Q-K2 | K-Q2 | 18 QxR | QxQ |
| 15 B-R4 | Q-Q4 | 19 RxQ | R-K1 |
| 16 R-K4 | R-K1 | 20 RxR | KxR |
| 17 QR-K1 | RxR | 21 P-QR3 | P-KR3! |

Preparing to give White doubled pawns, and thus obtain a clear endgame advantage.

| | | | |
|---------|------|----------|---------|
| 22 K-B1 | K-Q2 | 25 B-Kt3 | BxB |
| 23 K-K2 | K-K3 | 26 RPxB | Kt-K4ch |
| 24 K-Q3 | K-Q4 | 27 KtxKt | KxKt |

28 K-Q2

P-KR4

An unnecessary precaution as the White K-side pawns were not mobile. The remaining moves illustrate the decisive effect of a qualitatively superior pawn position.

| | | | |
|---------|------|---------|--------|
| 29 K-Q3 | K-Q4 | 31 K-Q3 | P-QKt4 |
| 30 K-K2 | P-B4 | 32 K-Q2 | |

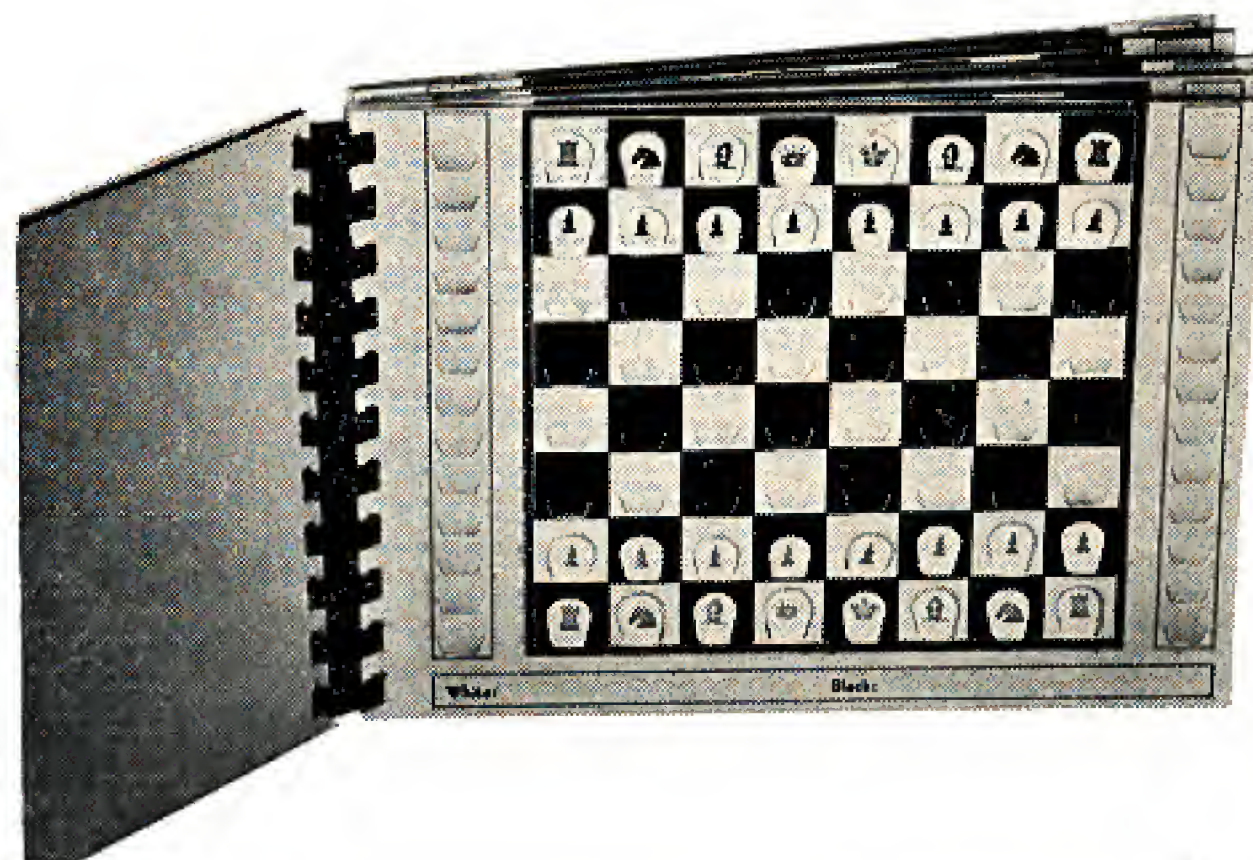
If 32 P-QKt4, P-B5ch; 33 K-K2, K-K5; 34 P-B3ch (or else the QP advances) K-B4; 35 K-B2, P-Kt4; 36 K-K2, P-R5; 37 PxP, PxP; 38 K-B2, K-B5; and wins.

| | | | |
|------------|--------|---------|-------|
| 32 | P-R4 | 34 K-K2 | K-B4 |
| 33 K-Q3 | P-B5ch | 35 K-Q1 | P-Kt5 |

This pawn cannot be captured, passed, nor ignored. If 36 PxP, KxP; or if 36 P-R4, P-Kt6; and if 36 K-K2, PxP; wins.

| | | | |
|----------|-------|--------|---------|
| 36 P-R4 | P-Kt6 | 38 PxP | K-Q4 |
| 37 P-QB3 | PxP | | Resigns |

An instructive pawn ending that will repay careful study.



New!

Better!

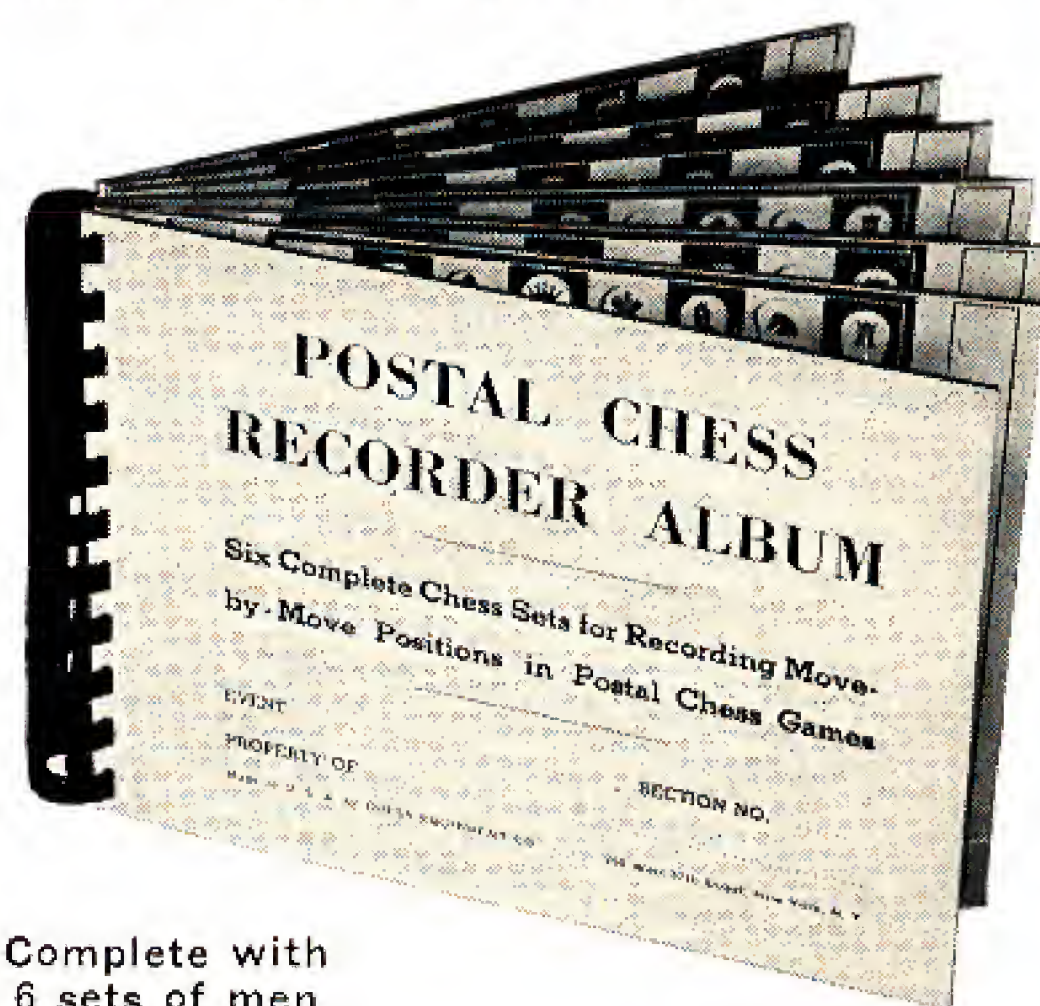
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Postal Chess Ratings, Game Reports

CHANGED RATINGS

Class A

| | |
|---------------------|------|
| Arons, G. | 1218 |
| Benjamin, S. J. | 1356 |
| Boggis, A. | 1116 |
| Borker, L. | 1470 |
| Boyle, F. W. | 1128 |
| Charosh, M. | 1196 |
| Dayton, E. | 1240 |
| Fenley, C. M. | 1282 |
| Fetell, M. | 1260 |
| Hoit, H. S. | 1400 |
| Horowitz, Mrs. E. | 1136 |
| Hurt, J. | 1122 |
| Kasper, H. F. | 1110 |
| Kemble, Capt. R. P. | 1334 |
| Muir, Mrs. D. S. | 1310 |
| Ozgo, A. | 1126 |
| Parker, A. W. | 1242 |
| Peters, W. O. | 1147 |
| Rehr, J. J. | 1204 |
| Rothman, A. | 1104 |
| Rozsa, T. | 1216 |
| Spurr, S. | 1122 |

Class B

| | |
|----------------------|------|
| Albrecht, J. J. | 1002 |
| Allison, M. H. | 984 |
| Berg, R. | 970 |
| Bischoff, J. E. | 1020 |
| Blackall, F. S., 3rd | 1096 |
| Brown, M. | 948 |
| Brown, R. L. | 1082 |
| Cabot, F. S., 3rd | 956 |
| Campbell, C. W. | 964 |
| Campbell, R. J. | 1024 |
| Ceruzzi, A. | 966 |
| Chauvenet, L. R. | 1022 |
| Coulter, J. A. | 1008 |
| Culbertson, W. | 984 |
| Dean, P. | 912 |
| Elsman, J. S. | 990 |
| Engelman, A. | 1060 |
| Engskov, G. S. | 1018 |
| Frediskov, P. | 902 |
| Gaber, N. | 1046 |
| Goodman, C. F. | 1094 |
| Hadden, A. | 924 |
| Hewitt, a/c C. C. | 936 |
| Higgins, L. R. | 924 |
| Holiff, J. | 1030 |
| Humphrey, A. B. | 936 |
| Jacobs, M. | 942 |
| Keys, J. H. | 988 |
| Kibbey, G. | 936 |

| | |
|---------------------|------|
| Klimas, F. J. | 1024 |
| Leigh, A. J. | 934 |
| Liken, J. | 916 |
| Linder, A. | 1090 |
| Little, P. H. | 1050 |
| Malowan, W. | 1076 |
| Mitchell, N. W. | 912 |
| Mulligan, J. B. | 900 |
| Nelson, E. H. | 900 |
| Neumark, Pvt. J. | 1058 |
| Pierce, F. A. | 980 |
| Platt, Mrs. W. | 916 |
| Robinson, N. | 1052 |
| Rozsa, B. | 1068 |
| Schmidt, E. | 1028 |
| Schwartz, Dr. H. R. | 1046 |
| Skeehan, Rev. P. C. | 1030 |
| Thomas, P. M. | 1074 |
| Tomori, L. | 944 |
| Turner, A. | 932 |
| Varhola, E. | 926 |
| Warren, J. G. | 1046 |
| Weiss, Adolph | 930 |
| Wildeman, E. R. | 954 |
| Willner, D. S. | 956 |
| Work, T. A., Jr. | 930 |
| Wright, C. F. | 1046 |

Class C

| | |
|-------------------|-----|
| Beckelman, M. W. | 862 |
| Bernadette, J. A. | 862 |
| Colley, J. P. | 850 |
| De Coster, D. | 798 |
| De Frank, J. | 766 |
| Hamilton, L. B. | 644 |
| Harris, W. | 892 |
| Hartman, Rev. R. | 774 |
| Heisey, H. | 738 |
| Holzwarth, J. W. | 770 |
| Koch, R. | 898 |
| Lieber, E. | 766 |
| Litzel, O. | 756 |
| Marcelli, N. | 868 |
| Miles, M. | 800 |
| Nyland, G. | 688 |
| O'Brien, W. F. | 806 |
| Robinson, M. W. | 684 |
| Schaeffer, F. G. | 836 |
| Schultz, L. R. | 896 |
| Stauffer, D. | 798 |
| Thomas, G. S. | 858 |
| Van Essen, S. T. | 672 |
| Wainess, D. | 852 |
| Watson, K., Jr. | 850 |
| Yavorsky, A. | 844 |

NEW PLAYERS

The following players, not previously listed, were assigned to sections between February 19th and April 6th. Initial ratings are given before their names.

1100: F Aks; J. W. Barnhart; F. K. Bebb; R. A. Delapierre; R. Echeverria; Dr. S. Ehrlich; J. O. Hoy; J. Nadel; F. A. Neal; P. Phar; R. Reeves; D. A. Rosenberger; Albert Sandrin, Jr.; Dr. R. C. Slater; S. Wysowski.

1000: Rev. E. M. Catich; A. C. Charles; W. L. Colley; D. R. Cutshall; Maj. L. J. Fuller; G. Garcia; O. L. Gerwig; H. E. Graham; R. E. Gross; J. H. Holding; O. H. Keiser; H. G. Keeler; G. Krogoll; P. Lundgren; J. C. Monk; J. J. Navinski; Dr. A. H. Oeder; F. Pelouze; M. Pokorne; F. W. Quereau;

R. Schooler; P. Sokol; D. Telsey; H. J. Von Sel.
850: R. Aiken; E. K. Bartlett; G. Batten; M. Belz; A. L. Berry; E. Beyer; C. Biedel; H. J. Bolliger; Lt. J. H. Bolotin; H. A. Brandt; J. A. Brewer; J. M. Brunet; M. Buckley; R. Clubb; J. C. Currie; D. R. Cutshall; D. Darling; H. D. Evans; H. Feldman; R. I. Ferer; Y. France; H. Goodman; R. E. Gotham; W. A. Greenfield; U. B. Groves; M. F. Grzyb; E. Jindra; A. L. Johnson, Jr.; A. M. Knorr Jr.; E. J. Lach; W. O. Look; Capt. B. H. Lowy; W. Macaleer; J. P. MacGrady; G. Marcus; H. Michalsen; Mrs. E. M. Miller; D. H. Ninburg; J. H. Norris; W. V. Pothier; G. Roche; W. Russell; D. O. Schechter; R. S. Scrivener; E. Serfozo; P. Shaninger; I. Shapiro; R. A. Shotwell; P. J. Simon; L. Star; U. G. Stroud; A. Turoff; H. Volbers; J. L. Warneck; F. J. Wood; S. G. Weber.

Game Reports - Results to March 24th

1941 OPEN TOURNAMENT

| Sec. | |
|-----------------------|---|
| 41-23 | Robinson defeated Stauffer twice. |
| 41-29 | Gabor 1½, Adolph Weiss ½. |
| 1942 CLASS TOURNAMENT | |
| 42-C1 | Hurt 1, Ceruzzi 0; Marcelli 1, Ceruzzi 0. |
| 42-C2 | Neumark 1, Hadden 0; Neumark defeated Hawkins and lost to Bowman, adjudications. |
| 42-C3 | Culbertson ½, Albrecht ½. |
| 42-C5 | T. Rozsa defeated Work and B. Rozsa, and drew with Holiff; Hoit and Mrs. Muir defeated Holiff; Dayton withdraws, all games annulled. |
| 42-C7 | Kibbey 1, Van Essen 0. |
| 42-C13 | Ozgo 1, Wainess 0. |
| 42-C16 | Thomas 1, L. Henry 0. |
| 42-C20 | Coulter 1, Thomas 0; Robinson forfeited to Coulter, Harris, and Hartman. |
| 42-C21 | Brown ½, Beckelman ½. |
| 42-C22 | Arons and Kemble defeated Culbertson. |
| 42-C23 | Bischoff defeated Willner, and lost to Blackall. |
| 42-C24 | Shultz 1, DeCoster 0. |
| 42-C25 | Mrs. Horowitz 1, Higgins 0; Rehr defeated Higgins, drew with Fetell, Mrs. Horowitz, and B. Rozsa, and lost to Goodman, adjudications. |
| 42-C27 | Benjamin defeated Little and Rehr; Little 1, Rehr 0; Rehr lost to Banker and Goodman, and drew with Van Patten, adjudications. |
| 42-C29 | Spurr 1, Schwartz 0. |
| 42-C30 | Lent ½, March ½. |
| 42-C33 | Liken 1, C. Schuetz 0. |
| 42-C34 | Goodman 1, Heisey 0. |
| 42-C36 | Humphrey 1, O'Brien 0. |
| 42-C38 | Hoit defeated Goodman and Malowan. |

| 1942 SECTIONAL TOURNAMENT | |
|---------------------------|--|
| 42-S1 | Engelman forfeited to Borker and Fenley. |
| 42-S2 | Peters 1, Linder 0. |
| 42-S4 | Parker 1, Tomori 0. |
| 42-S5 | Mrs. Muir defeated Frediskov, Brown, Thomas and Mitchell. |
| 42-S6 | Boyle defeated Allison, Jacobs, and Wildeman. |
| 42-S7 | Fetell defeated Hamilton and Wright; Wright 1, Hamilton 0. |
| 42-S9 | Borker, Kasper, and Mitchell defeated Ceruzzi; Borker 1, Mitchell 0; Kasper 1, Mitchell. |
| 42-S11 | Cabot and Warren defeated Engskov; Warren 1, Henry 0. |
| 42-S12 | Keys defeated Kibbey, Nyland, and Yavorsky; Kibbey 1, Nyland 0; Leigh 1, De Frank 0. |
| 42-S14 | Watson ½, Colley ½. |
| 42-S16 | Hewitt defeated Lieber and drew with Turner; Benjamin defeated Skehan and Turner. |
| 42-S17 | Mrs. Platt 1, Mitchell 0. |
| 42-S19 | Rothman defeated Thomas and drew with Fenley; Borker 1, Schaeffer 0; Kenney withdraws, all games annulled. |
| 42-S20 | Berg 1, Pierce 0; Holzwarth forfeited to Berg, Klimas, Pierce, Koch, and E. Schmidt. |
| 42-S21 | Wright 1, Lieber 0. |

| 1943 CLASS TOURNAMENT | |
|-----------------------|---|
| 43-C3 | Schaeffer defeated Litzel and drew with Humphrey; Mulligan 1, Litzel. |
| 43-C4 | Rothman 1, Brown 0. |
| 43-C5 | Elsman defeated Dean, and lost to Campbell. |
| 43-C10 | Nelson 1, Miles 0. |
| 43-C11 | J. R. Lent, deceased; all games annulled. |

| 1943 VICTORY TOURNAMENT | |
|--|--|
| 43-V1 | Charosh 1, Benardete 0. |
| 43-V7 | Anderson withdraws, all games forfeited. |
| 43-V10 | Varhola 1, Campbell 0. |
| CHALLENGE MATCHES | |
| Brown 2, Lent 0; Brown 4½, Lent 1½, adjudications. | |
| Boggis 1, Chauvenet 0. | |

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Reviewed by Fred Reinfeld

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QUEEN'S GAMBIT DECLINED

Arons and Wilner Bohrer and Kopp

| White | Black |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-KB3 | P-Q4 |
| 4 Kt-B3 | P-B4 |
| 5 QPxP | |

The usual continuation here is 5 BPxP, KtxP; 6 P-K4, KtxKt; 7 PxKt, PxP; 8 PxP, B-Kt5ch; 9 B-Q2, BxBch; 10 QxB, O-O leading to a well-balanced game with possibilities for both sides: White has a strong center and some King-side attacking chances while Black has good prospects in the ending with his Queen-side majority of Pawns, as well as a much freer position than he ordinarily obtains in this opening.

The text, on the other hand, is a very poor move as it forces Black to develop a piece with gain of time!

| | |
|--------|------|
| 5 | BxP |
| 6 PxP | |

Another mistake. Again White wastes time by opening up new lines for Black's pieces.

| | |
|---------|------|
| 6 | KtxP |
| 7 KtxKt | PxKt |

Although Black has an isolated Pawn he has a fine free game with beautiful possibilities of development so that the proverbial weakness of this Pawn is far less marked than is customary.

| | |
|--------|------|
| 8 P-K3 | O-O |
| 9 B-K2 | |

This modest move shows that there is something rotten in the State of Denmark. Whereas Black's Bishops are able to develop freely, White has to develop his KB rather ineffectually, while the development of the other Bishop is postponed to the distant future. 9 B-Q3 would presumably be more aggressive, but it would have the

double drawback of renouncing any potential pressure on the QP and of allowing the annoying reply ... B-Kt5.

| | |
|--------|-------|
| 9 | Kt-B3 |
| 10 O-O | R-K1 |

An excellent move made possible by Black's free game. As will be seen, this Rook move has possibilities of highly aggressive designs on White's King-side.

| | |
|----------|------|
| 11 B-Kt5 | |
|----------|------|

A dubious move having a dubious object, and at best a loss of time.

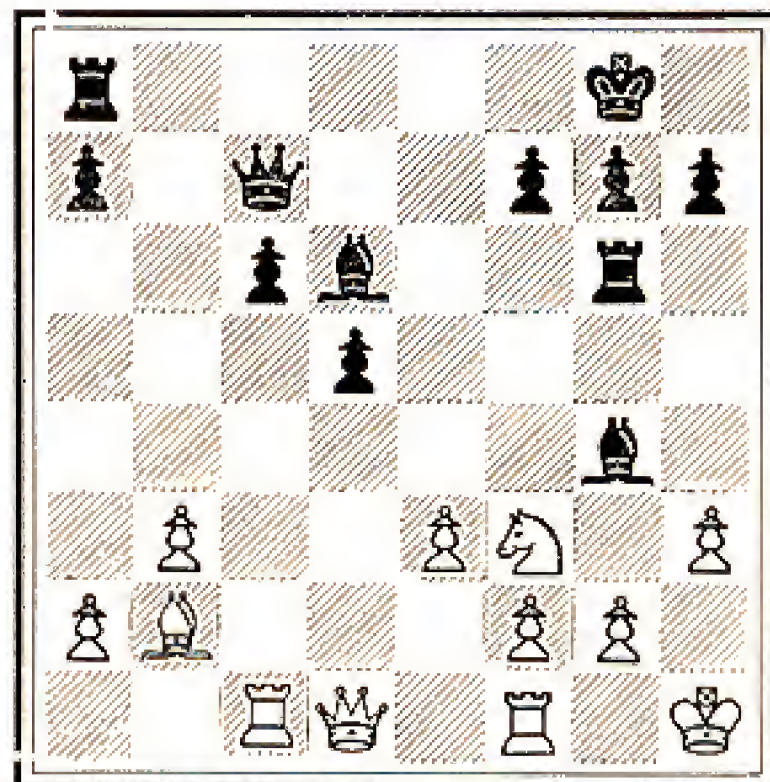
| | |
|---------|-------|
| 11 | Q-Kt3 |
| 12 BxKt | |

See the previous note. White has lost time with nothing to show for it but a marked strengthening of Black's center and a stronger functioning Bishop pair for Black.

| | |
|-----------|--------|
| 12 | PxB |
| 13 P-QKt3 | B-KKt5 |
| 14 B-Kt2 | R-K3! |

This is quite in line with the previous course of the game. The Rook's deployment now makes possible a strong King-side attack.

| | |
|----------|-------|
| 15 R-B1 | R-Kt3 |
| 16 K-R1 | B-Q3! |
| 17 P-KR3 | Q-B2! |



| | |
|---------|------|
| 18 R-K1 | |
|---------|------|

18 PxB, R-R3ch; 19 K-Kt1, B-R7ch; 20 K-R1, B-K4ch; 21 K-Kt1, BxB was not attractive, but it was at all events preferable to the text.

| | |
|---------|-------|
| 18 | Q-Q2! |
|---------|-------|

Very well played. The threat of ... BxP leaves White helpless against the coming attack.

| | |
|----------|--------|
| 19 PxB | QxP |
| 20 P-Kt3 | Q-R6ch |
| 21 K-Kt1 | |

If 21 Kt-R2, R-R3; 22 K-Kt1, BxP! and White can resign.

| | |
|---------|-----|
| 21 | BxP |
| Resigns | |

There is nothing to be done. A very well played game by the Black allies. The way in which they take advantage of their opponents' lapses is very instructive. From the student's point of view there is a great deal to be learned by taking to heart the fact that such lapses are just as fatal as outright losses of material.

RETI OPENING

M. Fetell J. C. Kalbach

| White | Black |
|----------|--------|
| 1 Kt-KB3 | P-Q4 |
| 2 P-KKt3 | Kt-KB3 |
| 3 B-Kt2 | B-B4 |
| 4 P-B4 | P-B3 |

The basic strategy for both sides in this opening is now clear: White strikes at the center from the wings and Black strives to neutralize this pressure by direct occupation of the center.

| | |
|--------|------|
| 5 P-Q4 | |
|--------|------|

As one can deduce from the previous note, this occupation of the center is somewhat inconsistent with the indicated strategy for White. Hence P-Kt3 would be more in the spirit of the opening.

| | |
|---------|------|
| 5 | PxP |
| 6 P-QR4 | |

Not 6 Kt-K5, BxKt; 7. RxB, Q-R4ch; 8 B-Q2, QxP and Black has won two Pawns without any apparent danger involved.

6 P-K3
7 B-Kt5

Kt-K5 looks strong but it is answered effectively by . . . B-Kt5ch

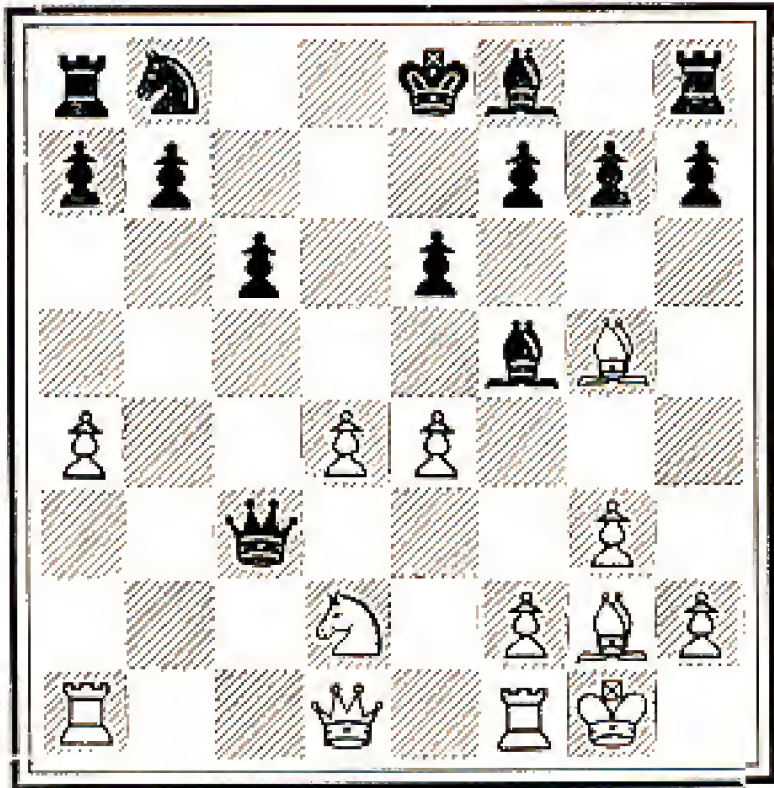
7 Q-R4ch
8 QKt-Q2

If B-Q2, B-QKt5; 9 Kt-K5, BxKt with advantage.

8 Kt-K5
9 O-O KtxKt

Very poor play as it enables White to open up the position to good effect. . . . P-B6, maintaining the occupation of K5, and thereby restraining White's P-K4, was much better.

10 KtxKt P-B6
11 PxP QxBP
12 P-K4



With a considerable lead in development White now has ample compensation for the Pawn. One can now see how seriously Black compromised his game on move 9.

12 B-Kt3
13 P-Q5 P-B3

Realizing the damage he has wrought by opening up the position, Black now tries to block it, but the remedy is worse than the disease. . . . P-KR3 was decidedly better.

Black cannot very well play . . . KPxP for after 14 PxP such threats as R-K1ch and R-B1 would leave him with an intolerable game.

14 B-K3 P-K4

. . . B-K2 should have been tried. The text is fatal.

15 Q-Kt4 Kt-Q2
16 B-R3! R-Q1

The position is hopeless. If 16 . . . O-O-O; 17 KR-B1, followed by PxP and Black's King's position gets shot up like a saloon in a Wild West movie. Or 16 . . . P-KB4; 17 KPxP, Kt-B3; 18 Q-R4 and White wins easily.

17 Q-K6ch B-K2
18 P-Q6 Resigns

Played in a Chess Review
Postal Tournament
FRENCH DEFENSE

| | |
|-------------|------------|
| W. H. Lacey | A. J. Ozgo |
| White | Black |
| 1 P-K4 | P-K3 |
| 2 P-Q4 | P-Q4 |
| 3 Kt-QB3 | Kt-KB3 |
| 4 B-Kt5 | B-K2 |
| 5 BxKt | BxB |
| 6 P-K5 | B-K2 |
| 7 Q-Kt4 | |

This is an old variation which went out of style around 1890 and has recently been revived with some success. White's possibilities of a hit-and-run attack are more or less balanced by Black's chances of counterattack in the center (. . . P-QB4) and his two Bishops. Experience indicates that if White's attack does not succeed, Black will get the better of it.

7 O-O
8 B-Q3 Kt-B3?!

A deviation from the logical course . . . P-QB4. Its purpose soon becomes apparent.

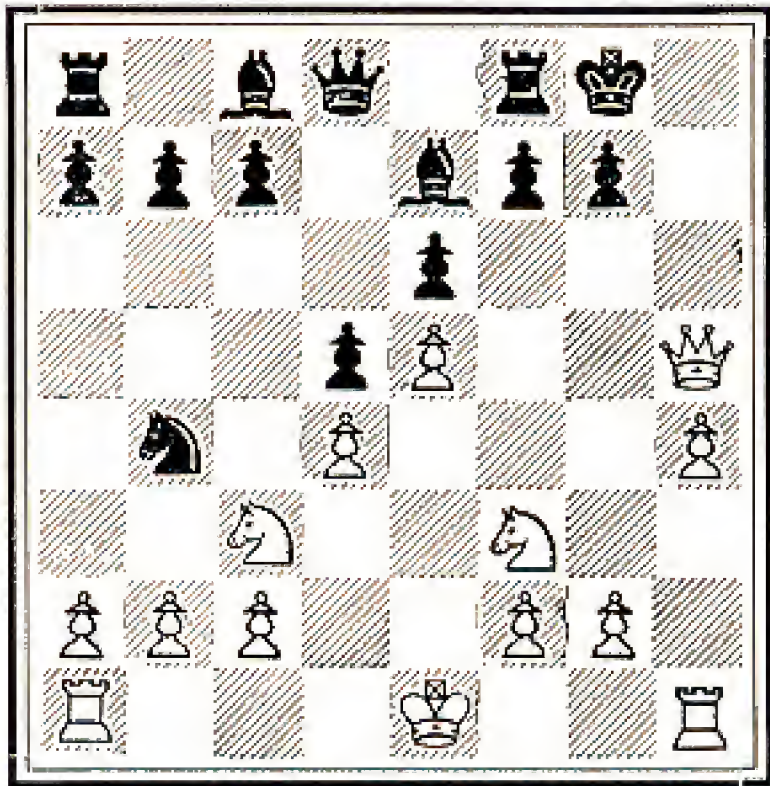
9 Kt-B3 Kt-Kt5

. . . P-KB4 would clarify the position and greatly minimize White's attacking chances.

10 BxPch?

This is interesting but definitely unsound. However, it is a radical way of solving the problem of what to do about the Bishop! White evidently realizes that after 10 O-O-O, KtxBch; 11 RxKt, P-KB4, followed in due course by . . . P-B4, Black would stand very well.

10 KxB
11 Q-R5ch K-Kt1
12 P-KR4



12 KtxPch??

Sadly underestimating the attack. It is true that if 12 . . . P-KKt3; 13 Q-R6, R-K1; 14 Kt-KKt5 wins. But there was a satisfactory defense with 12 . . . P-KB3. If then 13 O-O-O, Q-K1 and the attack is beaten off. Likewise after 12 . . . P-KB3; 13 Kt-KKt5 would be inadequate.

13 K-Q1
K-Q2 would be more accurate.

13 KtxR??

This is fatal. It was necessary to return the piece with 13 . . . Kt-K6ch; 14 PxKt, P-KB3. It is true that Black would thereby have lost his extra piece, but this was inevitable after the faulty twelfth move.

Had White played K-Q2 he would likewise have regained his piece but with the advantage of having his King out of the way, thus connecting his Rooks.

14 Kt-KKt5 Resigns

There was no defense: if 14 . . . BxKt; 15 PxP, P-KB3; 16 P-Kt6 and mate cannot be stopped. A most instructive game.

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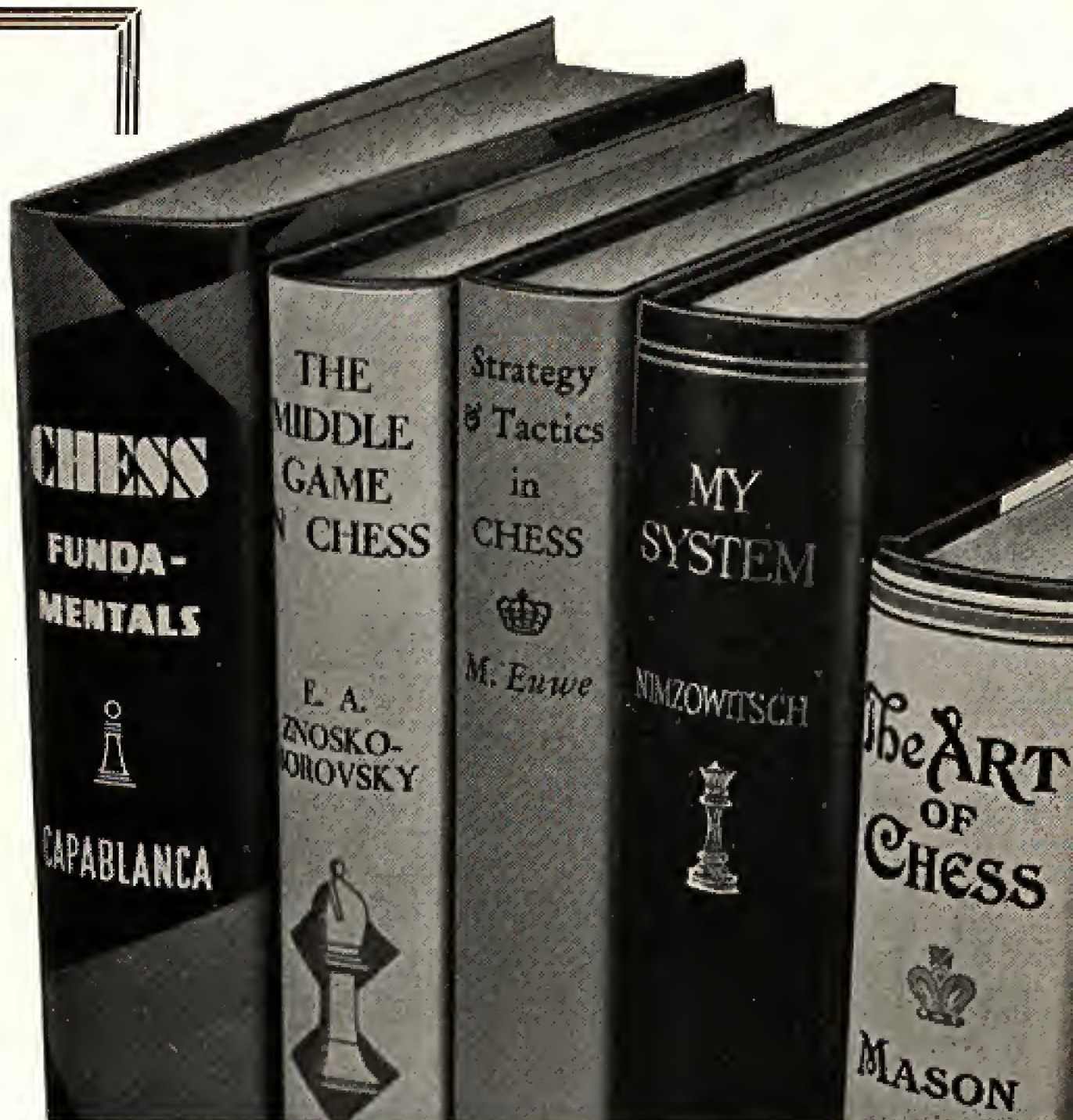
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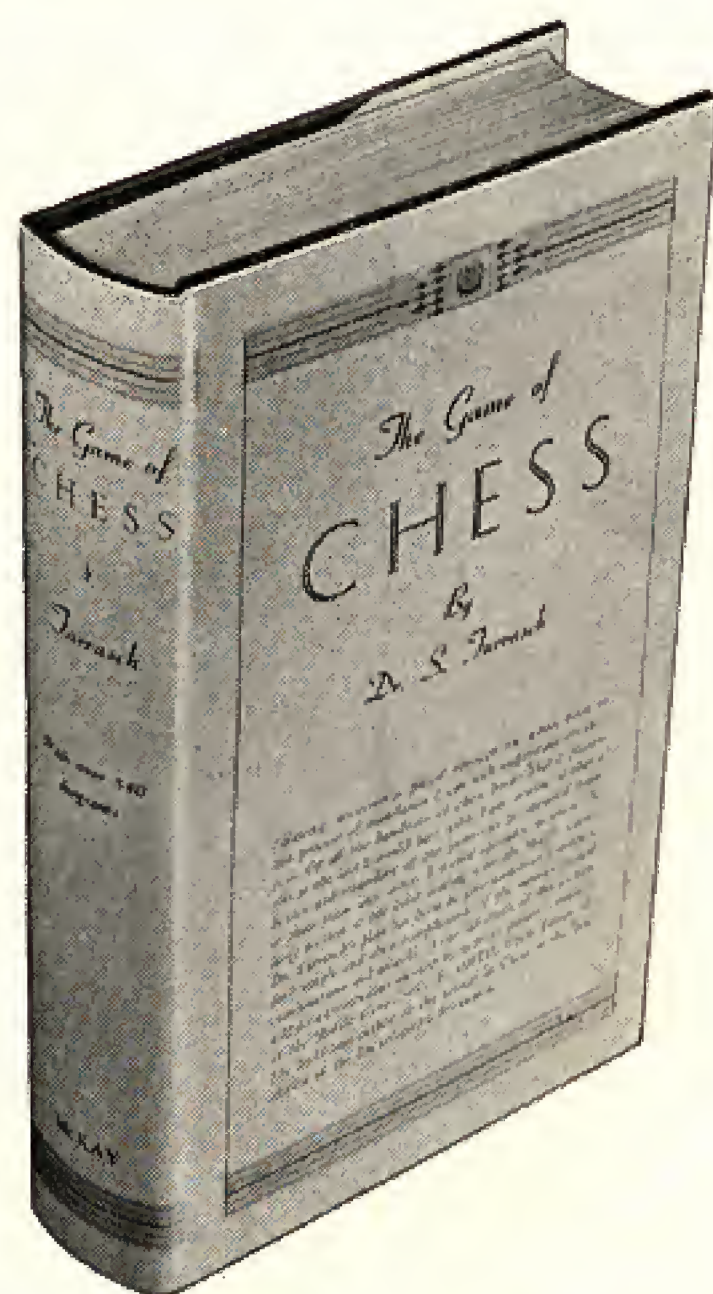
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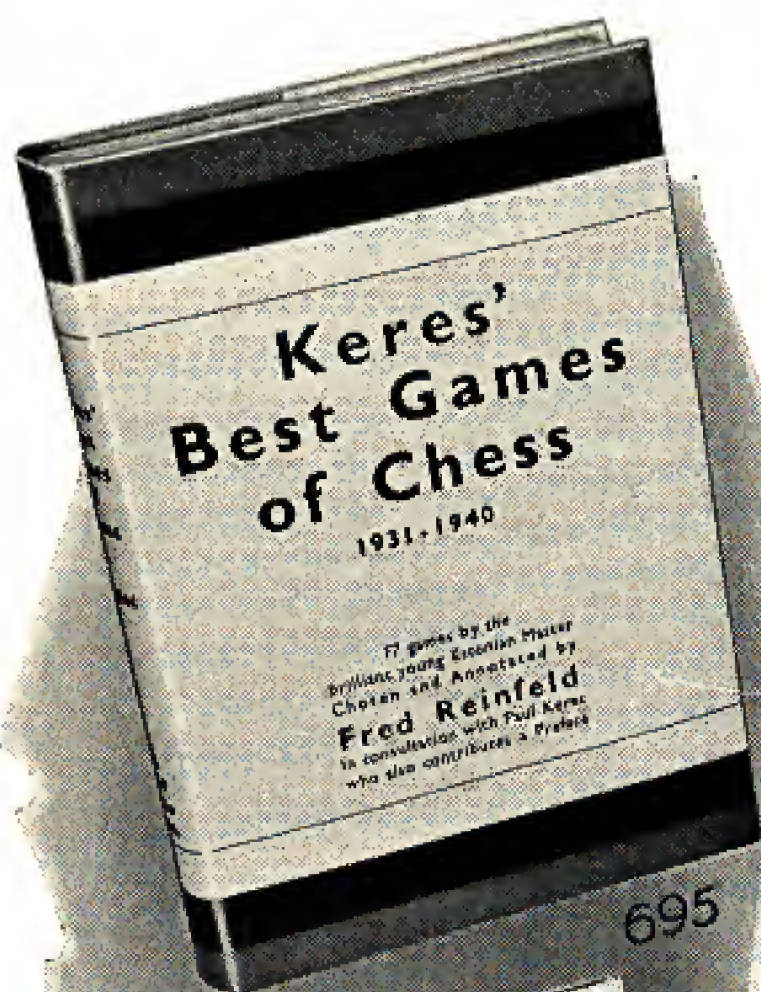
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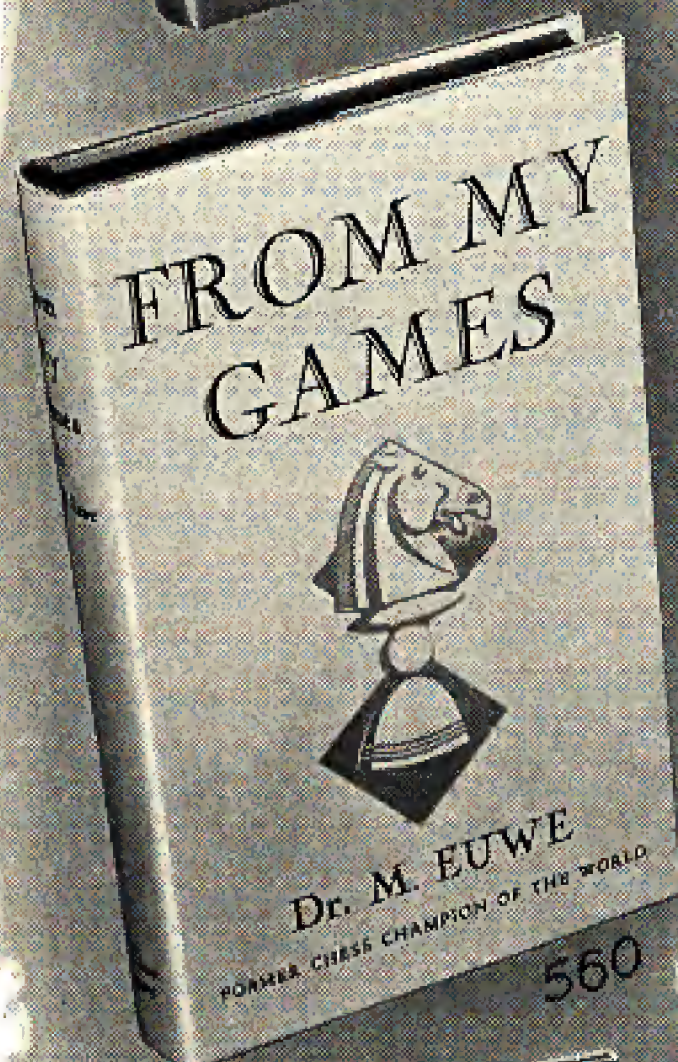
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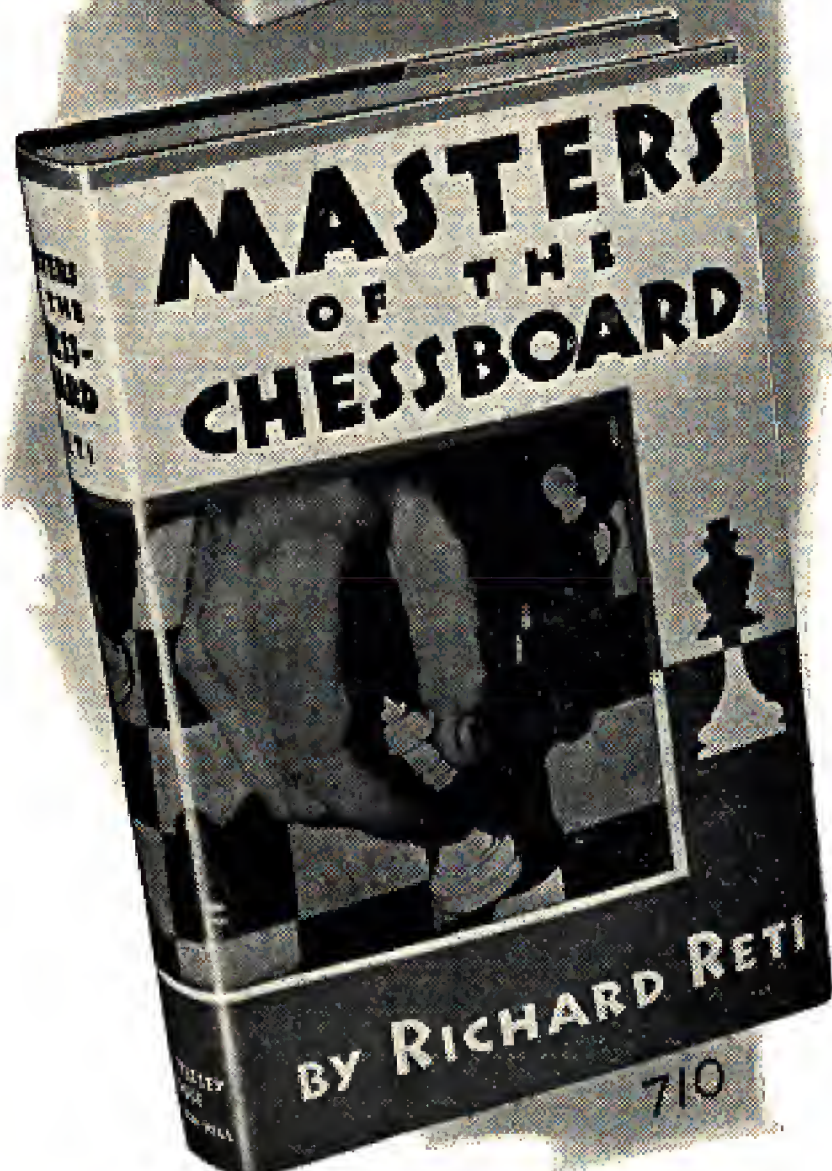
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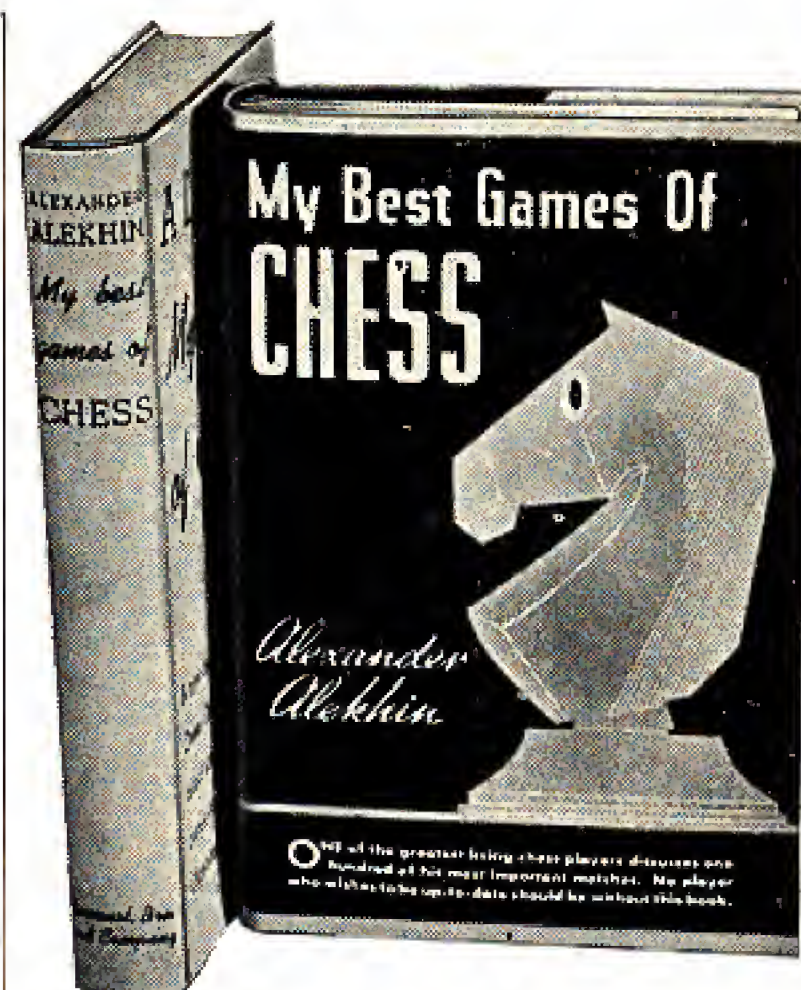
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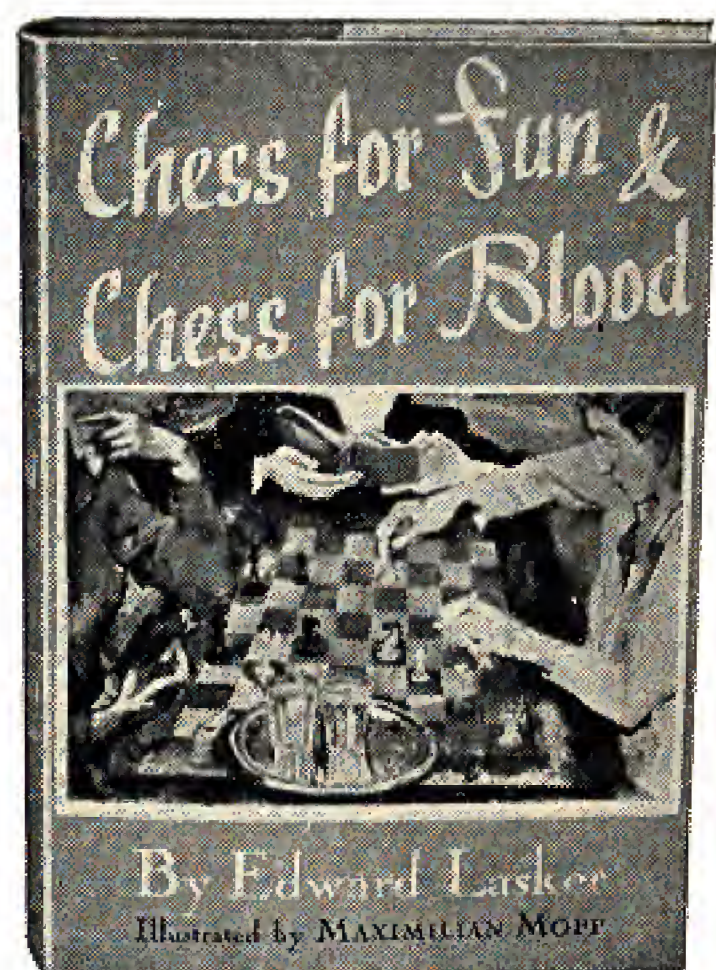
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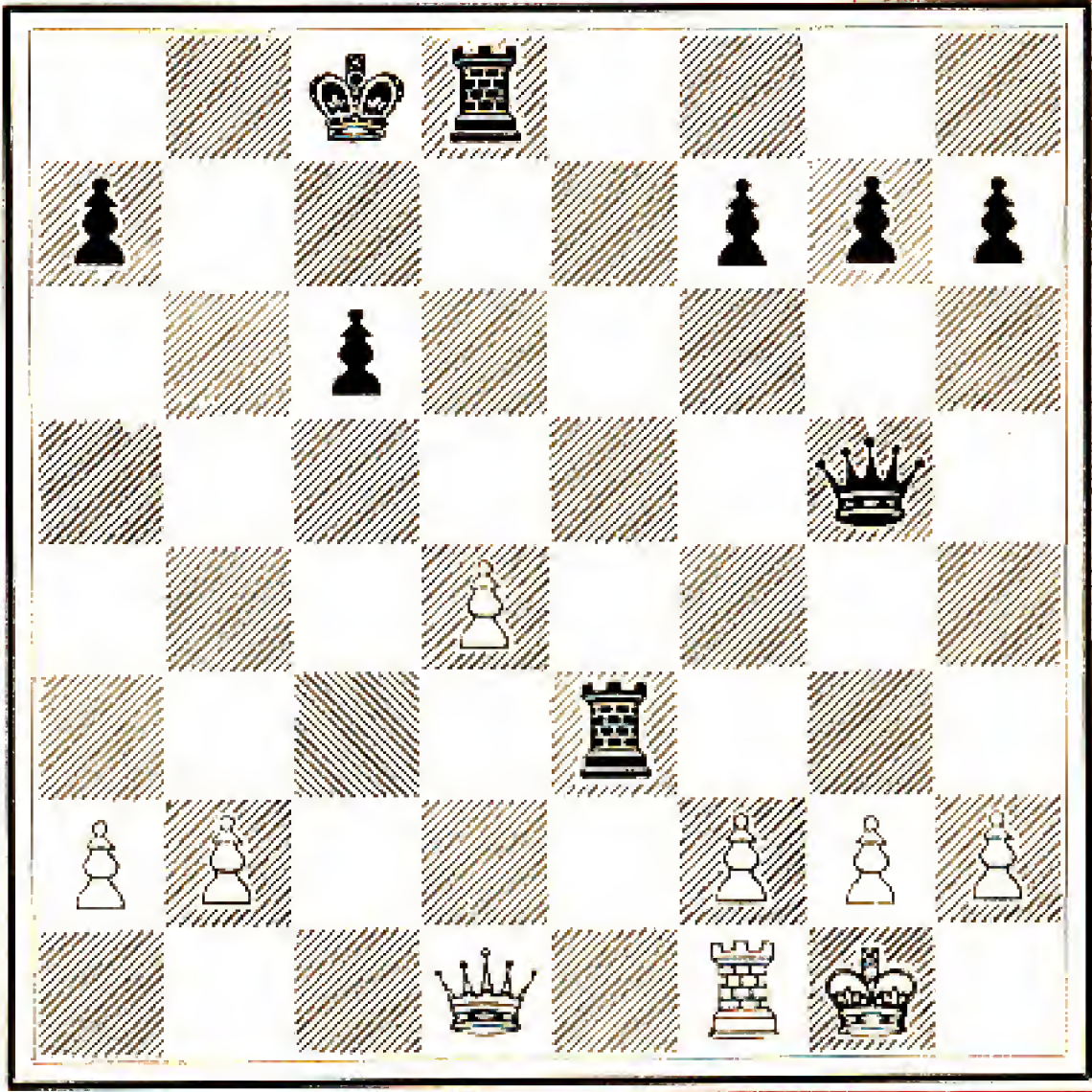
In the position shown here, White is a Rook down. You can see at a glance that White can get the piece back immediately by playing P x R. That's the obvious move. Most players would recapture without thinking any more about it. Is that what YOU would do?

The position is from Rubinstein's game with World Champion Emanuel Lasker at St. Petersburg, 1909. Under the diagram appears the subtle, brilliant continuation played by Rubinstein. The obvious P x R would have *lost* the game. The move Rubinstein selected enabled him to *win*.

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White to Play

- | | |
|-----------|-------|
| 1 Q—B1!! | R x P |
| 2 P x R! | R—Q2 |
| 3 Q x Pch | K—Q1 |
| 4 R—B4!! | P—B4 |
| 5 Q—B5! | Q—K2 |

White has forced the exchange of Queens. The game is by no means over but White has maintained his advantage and eventually wins. Annotations (omitted here) show that Black's responses are practically forced.

If White had played the "obvious" 1 P x R, then 1 . . . QxPch; 2 K-R1, QxP and *Black* would have obtained the advantage.

From Game No. 23 in RUBINSTEIN'S CHESS MASTERPIECES.

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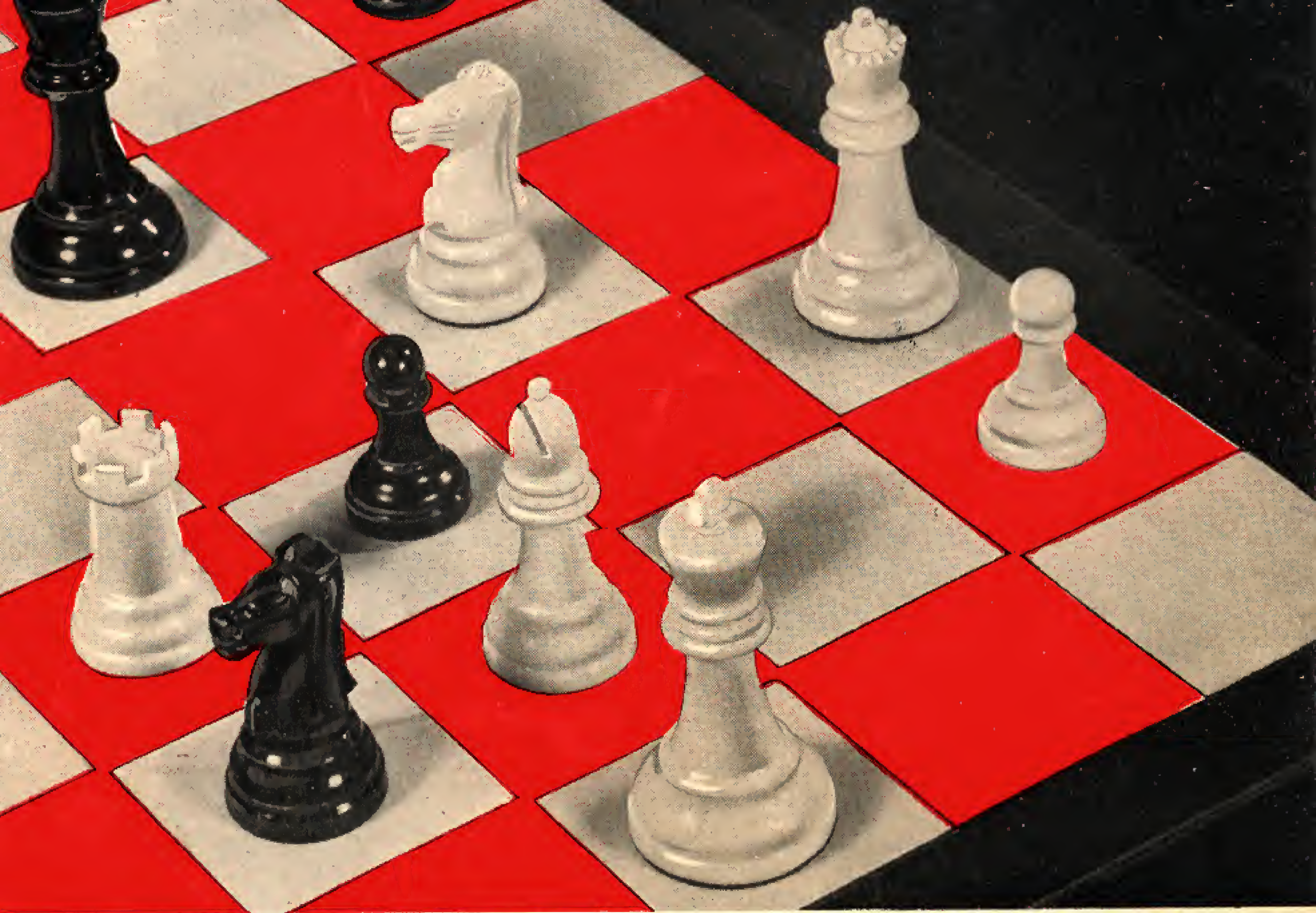
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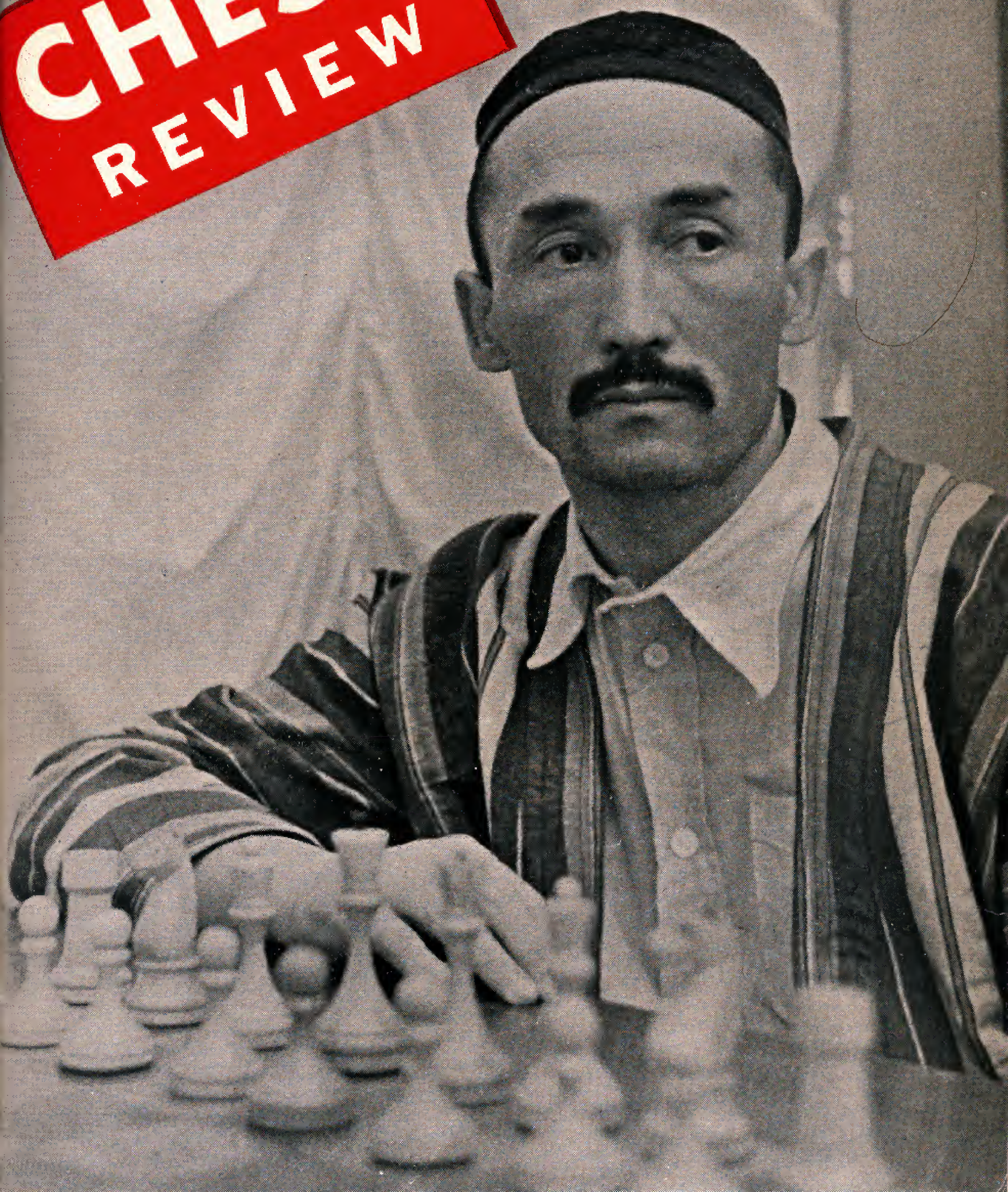
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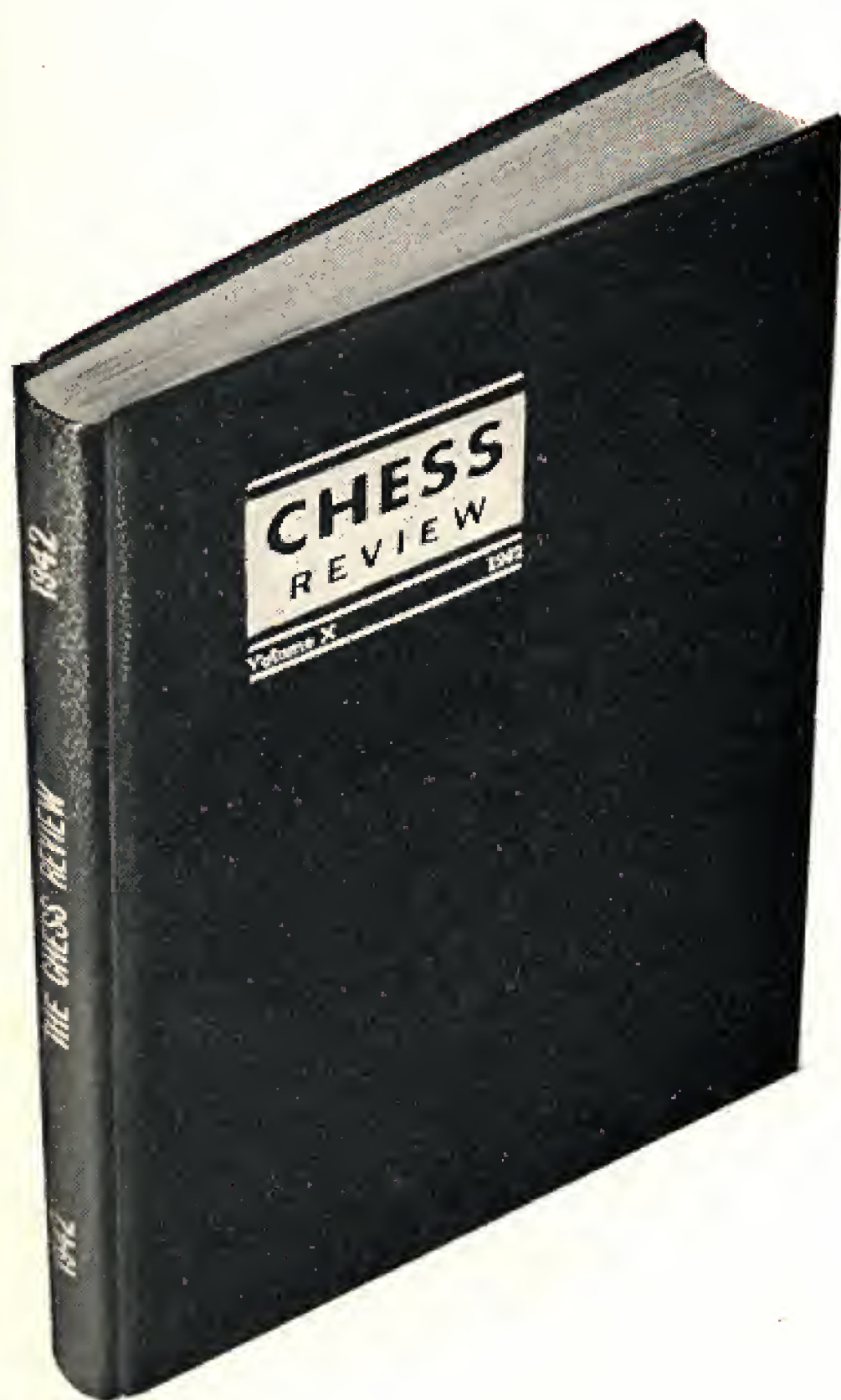
Russian Farmer K. Nadzhmetdinov, Chess Champion of the Uzbek S.S.R.
(See Chess in the U.S.S.R.)

MAY, 1943

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CHESS REVIEW

Vol. 11, No. 5

May, 1943

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P. L. Rothenberg—Problems

Irving Chernev—Oddities

Jack W. Collins—Postal Chess

A. S. Pinkus—Questions

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LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

HURRY!

Sirs:

I've been playing chess for
about five years but it wasn't
until the other day that I dis-
covered there was a publication
as wonderful as CHESS RE-
VIEW. It's just what I've been
looking for; a mag that keeps
tabs on the rest of the chess
playing world. A feature I es-
pecially like is "Solitaire Chess."
In fact, I can hardly get over
how much I like the whole book.

So before I bust a blood ves-
sel, enter my name as a sub-
scriber. Hurry! Hurry! Hurry!

JOHN E. EULLER

Buffalo, N. Y.

AMATEUR TITLE

Sirs:

There seems to be consider-
able merit in C. M. Fenley's
comments in your Feb. issue,
concerning the amateur cham-
pionship of the U. S. In response
to your invitation for sugges-
tions, I submit the following:

Have state associations hold
tournaments to select their ama-
teur champions, with recognized
masters and experts barred.
This will furnish a group of
amateur champions, from which
to select the national champion.

Each of them must send two
of his winning games to CHESS
REVIEW for examination by a
competent committee of three
members; they in turn to de-
termine the national champion
on the basis of demonstrated
chess talent and playing skill.

Such committee might consist
of the Editor of CHESS RE-
VIEW, I. A. Horowitz; the
Chess Champion of the U. S.,
Reshevsky; and either Reinfeld
or Santasiere for the third
member.

In this way, chess players
who do not have the time and
funds to travel long distances
to attend a national tournament
could have their chess ability
recognized without expense.

CHARLES HARROLD

Sec., Kansas State
Chess Association

Atchison, Kansas

Sirs:

I was delighted to read Carle-
ton Fenley's letter. Carleton ex-
presses my own sentiments,
which I voiced to the amiable

tournament director, Mr. Steph-
ens, when I played in the Ama-
teur tourney. Mr. Stephens re-
plied with a grin "All the best
players are in New York any-
how," which is a pardonable ex-
ample of local pride, but can
hardly have been meant to be
taken seriously.

I enjoyed playing in the Ama-
teur tourney and meeting the
boys, but in all honesty I felt
the field to be extraordinarily
weak for a 'national' tourney;
the very fact that I finished only
 $\frac{1}{2}$ a point out of the lead is
proof that the field was largely
made up of duffers like myself.
I have been much more thor-
oughly flattened in such a pure-
ly local event as the City of
Boston tourney (1941). Thus, on
the basis of my personal exper-
ience, I believe that Fenley is
entirely in the right about the
non-representative character of
the tourney.

What is needed is an integrat-
ed system of State or Sectional
tournaments, whereby 5 or 6
Sectional Champions might be
selected to play in a double
round National tourney held in,
say, St. Louis or some other cen-
tral city. All plans for such
events are post-war plans, it goes
without saying, but I see no
valid reason why they should
not be worked out now, and
ready to go into action once the
war has been settled (in our
favor!). . .

L. R. CHAUVENET

Charlottesville, Va.

YOUNG AMERICA

Sirs:

The photo of Chessmaster I.
A. Horowitz with little Freddie
Rathman in the April issue sure
boosted my boys' morale. Aged
6 and 8, they have been playing
for two years.

PAT PALAZZO

St. Lorain, Ohio

Sirs:

I learned to play chess years
ago but seldom got the chance
until I started to fly. Chess is
the favorite game at the airport
and fills in for a lot of us while
waiting our turn at the planes.

Now my whole family plays.
Of the four children, a ten year
old boy makes me sweat often
and a five year old announced

LETTERS

(continued)

last night before setting out on his only opening—a Ruy Lopez—that he was “out for blood.”

A. L. JOHNSON, JR.
Crete, Nebraska.

Sirs:

Just received the April CHESS REVIEW and was mighty pleased to see picture of Horowitz playing chess with my son Michael. The article on chess for youngsters certainly was good and should help to promote chess among all ages.

There is one little discrepancy regarding the wording under the picture. The caption reads “Freddie” whereas the picture is actually of Michael. Both played against Horowitz in the simultaneous match. Freddie, 10 years old, gave the master a real battle. Freddie also played in the Wisconsin State Championship, completed April 18th.

FRITZ RATHMANN
Milwaukee, Wis.

The caption writer made the usual mistake of relying on his memory—Ed.

GOOD!

Sirs:

Your magazine is good, good, good t'ell you.

HARVEY SUMMERILL
Fort Custer, Mich.

LATE?

Sirs:

Up to today (May 4th) I have not received the April issue — and I am waiting for it like a child waits for Christmas.

OTTO BÖCK
Sewell, N. J.

Sirs:

I look forward to each issue of CHESS REVIEW and miss it in the summer when I have to wait longer for it. I wish it came every month all the year round.

EDGAR HOLLADAY
Cleveland Heights, Ohio.

CHESS REVIEW publishes TEN issues a year. Publication dates are spaced fairly evenly throughout the 12-month period. As we approach the summer months, the March, April and May issues may appear to be “late” but are on schedule. The next issue is the “June-July” and the following one the “August-September”. Then we revert to a monthly basis and will seem to be “early”—we hope.—Ed.

GAMES

Sirs:

I find your publication very artistic, well-printed but lacking in chess games. Perhaps this is due to war conditions, scarcity of tournaments, etc., and that the present state of things cannot be remedied, but as a keen correspondence player, I deplore it. If such is the case, however, I take back what I have just

said although I am looking forward to an improvement in that direction.

A. CARTIER
Montreal, Canada.

There have been few master games obtainable lately. The condition is temporary. With the forthcoming tournaments at Ventnor City and Syracuse we hope to have many games worth publishing. We also expect to receive games from important Russian tournaments—Ed.

TRIBUTE

Sirs:

No tribute is big enough for those who have labored to make CHESS REVIEW what it is. I have gleaned more knowledge in one year with the help of CHESS REVIEW than in all my years of playing experience.

SIMON EHRLICH, M.D.
Mattapan, Mass.

CHECK!

Sirs:

Received two letters from you telling me that my subscription expired with the March issue. This surprised me as I sent you a check in September 1942. However, checking further I discovered that it was retroactive to April 1942. This makes it a double discovered check with a mating net. I resign!

Let's start another game for a two year duration. I move with a check (\$5.50) and don't forget the April issue.

May I add my voice to the many who so enthusiastically approve of your magazine.

JOHN FREEMAN
Miami Beach, Fla.

MY POP

Sirs:

Allow me to thank you for the very complimentary remarks in CHESS REVIEW (January 1943) on my game with my little Mexican friend Carlos Torre.

Three of my sons are now in service of their Country and I would like to have you send each of them a copy of your January issue, so that they can show the game to their friends and say “That's my Pop.”

E. Z. ADAMS
New Orleans, La.

BOTVINNIK ARTICLE

Part Two of “The Grunfeld Defense” by M. Botvinnik will appear next month in the June-July issue.

Editor

A LETTER TO YOU

Dear Subscriber,

When you read in this issue about Chess in the USSR you may wonder why there isn't the same enthusiasm for the game in this country. Makes you just a little jealous, doesn't it?

Well, your Editors firmly believe that the scenes portrayed in the illustrations accompanying our leading article this month can be duplicated in this country. It will take some time, but we wouldn't be publishing this magazine if we didn't have faith in the future of chess in America.

We are doing all we possibly can to spread interest in the Royal Game and our efforts are meeting with some success.

How about you? Every chessplayer is a born missionary at heart — but it takes a little effort to introduce chess to your friends. Here is a suggestion: send for a few reprints of LET'S PLAY CHESS, Part One, (they cost you only 10 cents each) and hand them out to your friends. Tell them they can follow the course by subscribing to CHESS REVIEW.

How many reprints shall we send YOU?

KENNETH HARKNESS, Managing Editor.

P.S. Subscription rates are \$3 for one year, \$5.50 for 2 years, \$7.50 for 3 years. Send orders for subscriptions and reprints to CHESS REVIEW, 250 W. 57th St., New York 19, N. Y.



During a lull in the fighting on Russia's western front, Guards Battalion Commissar A. S. Bogatyrev (right) and Guard Senior Technical Lieut. S. P. Noskov enjoy a game of chess, while Guards Major A. A. Sadovoi looks on.

CHESS IN THE U. S. S. R.

ILLUSTRATIONS FROM PHOTOGRAPHS BY SOVFOTO

The magazine LIFE recently published a special USSR number, devoted exclusively to pictures and articles portraying life in the Soviet Union. In its description of a visit to Moscow's Park of Culture and Rest, LIFE concluded with these words:

"And all day long, children and patriarchs sit in the sun and play their everlasting chess."

In this meager fashion, LIFE dismissed in one sentence the entire subject of chess in the USSR.

LIFE'S Editors apparently do not realize that chess means much more to the people of the USSR than many of the other sports and activities to which LIFE devoted large amounts of space. Chess in the USSR is by no means a mere pastime for adolescents and doddering old men.

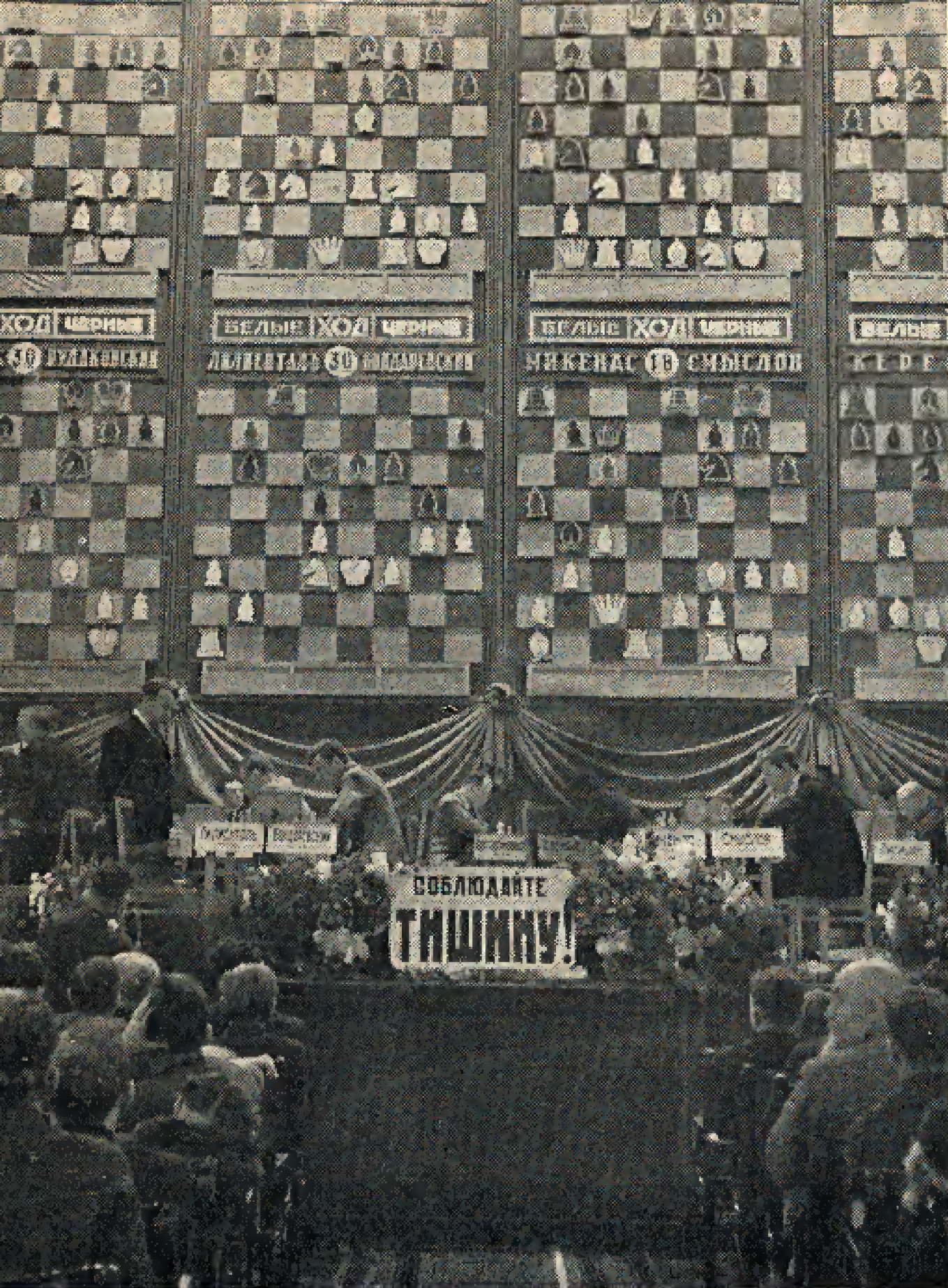
Sponsored and encouraged by the government, chess has become the national game of the USSR. It is far more popular than Contract Bridge in this country and is taken much more seriously. Chessmasters are national heroes. Spectacular chess tournaments are attended by tens of thousands of ardent students and followers of the game. Broadcast by radio, the results of these tourneys are also

reported by special correspondents and published in every newspaper.

As evidence of Russia's tremendous interest in chess, the number of participants in the Trades Union Chess Championship Tournament of 1935-36 reached the astronomical figure of 700,000! That chess is played by all types of people in all sections of the country is also demonstrated by the numerous amateur tournaments among farmers and workers of every kind, including "workers in art." In 1939, tournaments were held by the collective farm members of the different Republics and the winners played in the All-Union Collective Farmers' Chess and Checkers Tournament. Among those who came to Leningrad for this event was farmer K. Nadzhmetdinov, chess champion of the Uzbek SSR. (See front cover.)

Chess Tournaments in the USSR

An important chess tournament in the USSR is a spectacular affair. Large auditoriums are jammed to capacity by thousands of eager fans who flock to these magnificently staged events. The audience is comfortably seated and the playing tables are set



Giant wallboards, operated from the rear like baseball scoreboards, enable the audience to follow all games. Photo was taken in the final round of the 12th Chess Championship of the USSR in 1940. The sign reads "Observe Silence!"

up on a stage so that the spectators can see the masters in action.

Enormous wallboards, brightly illuminated, are suspended above the stage. Experts operate the boards from the rear, after the fashion of baseball score boards. From all parts of the hall, the audience follows the progress of the games on these boards. The number of each move is given and colored lights announce "White to move" or "Black to move" as the case may be. When a game is finished, lights flash "White wins," "Black wins," or "Draw."

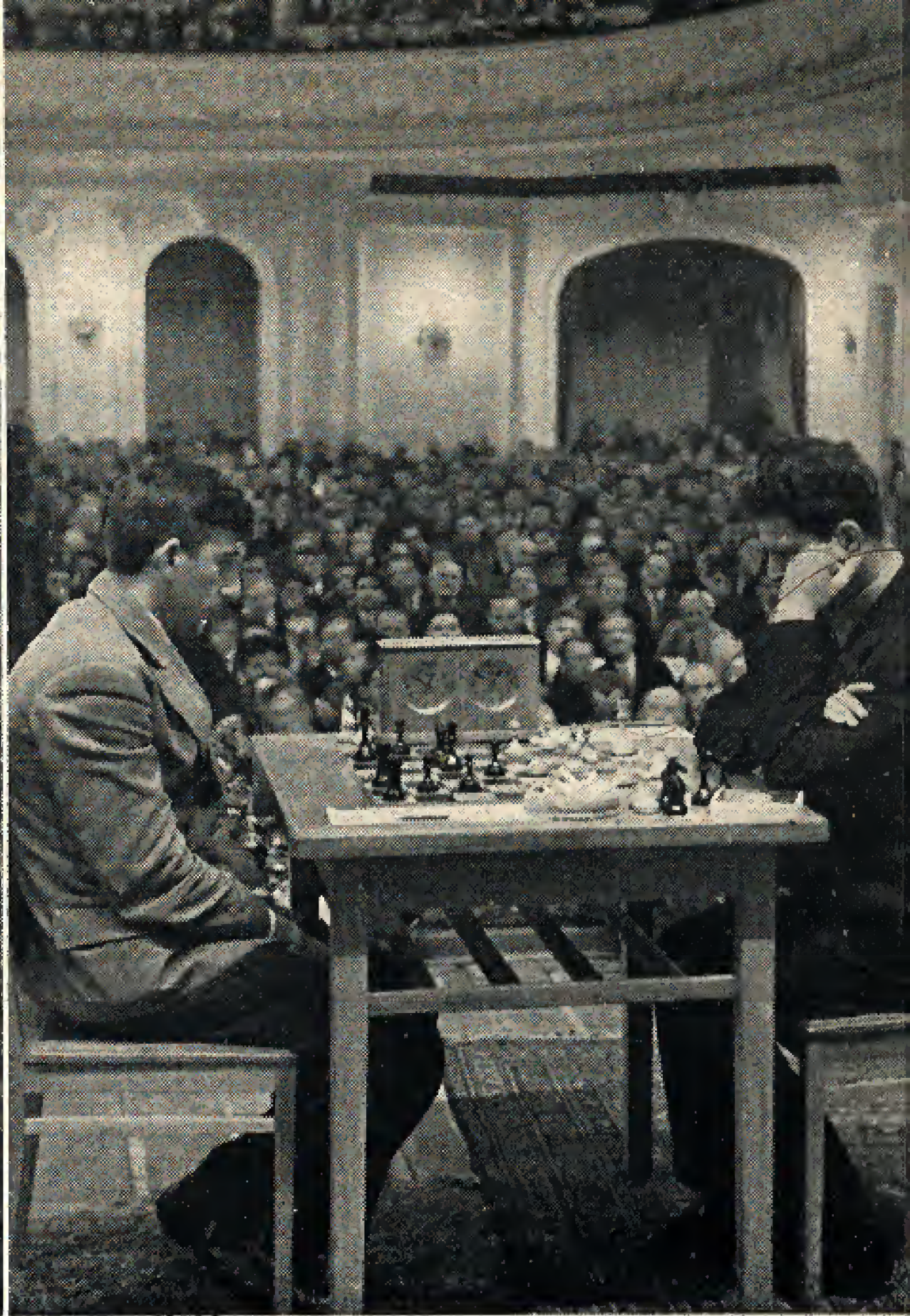
At the Uritsky Palace in Leningrad, where some of the great tournaments are held, the audience is supplied with headphones connected to a public address system and listens to a running commentary on the various games in progress, as broadcast by recognized masters.

The USSR has demonstrated, if proof were needed, that chess can be a popular spectator sport, if it is properly publicized, expertly promoted and staged by showmen who know how to present these affairs with spectator appeal.

Chessmasters in the USSR

It is not surprising that the USSR has produced many masters of the game. The titles of Master and Grandmaster are awarded to those who prove their skill in competitive play. Accurate figures are lacking, but Russia has at least 50 players who would be considered here as in the master class.

The number of strong players, slightly below master caliber, is overwhelmingly larger than in any



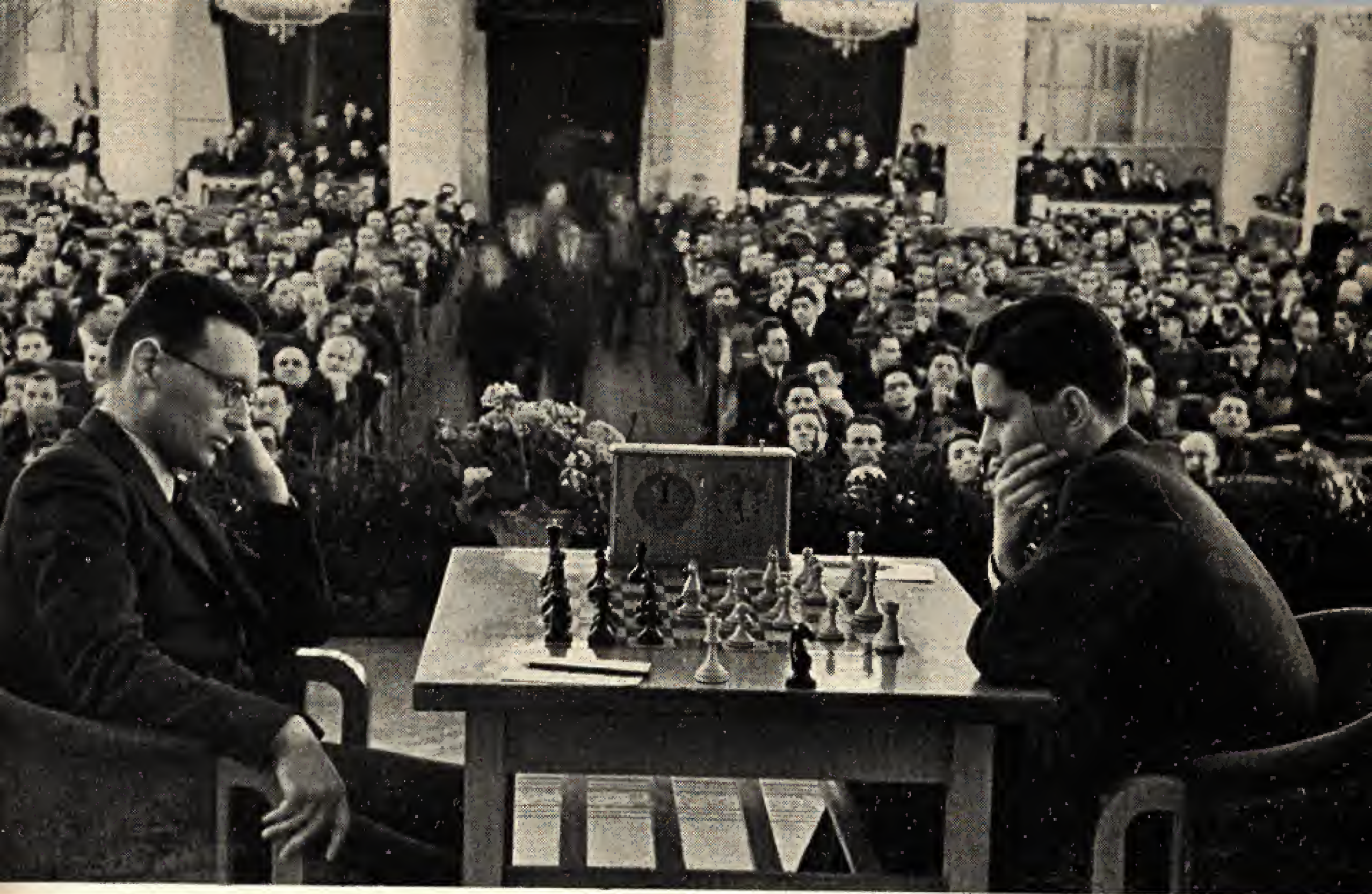
Bondarevsky (left) and Lillienthal play their final round game in the 1940 championship. These youthful Grandmasters tied for the title. Scene is the Great Hall of the Moscow Conservatoire, which seats 2500 people and was jammed to capacity.

other country. The high quality of chess played by the general public is demonstrated by participants in simultaneous exhibitions against masters. According to one report, Grandmaster Salo Flohr (who has adopted Soviet citizenship) recently made an exhibition tour in which he played 510 games and won only 24, drew 76, lost 410! Our own champion, Samuel Reshevsky, visited the USSR in 1939, reported that he often had to fight hard for a draw against schoolchildren!

For many years, the chess world has enjoyed the beautiful games produced by such famous Russian masters as Botvinnik, Ragozin, Levenfish, Lissitzin, Romanovsky, Riumin, Alatorsev, Kahn, Belavenetz, Rabinovich, Yudovich, Chekhover, Panov, Konstantinopolsky, Mikenas and others. Mikhail Botvinnik, 32, is the Absolute Chess Champion of the USSR. He won the title in the 1941 20-round match-tourney between the six prize winners of the 1940 Championship. In April of this year Botvinnik was scheduled to make his first reappearance in competitive play in a tournament at Sverdlovsk.

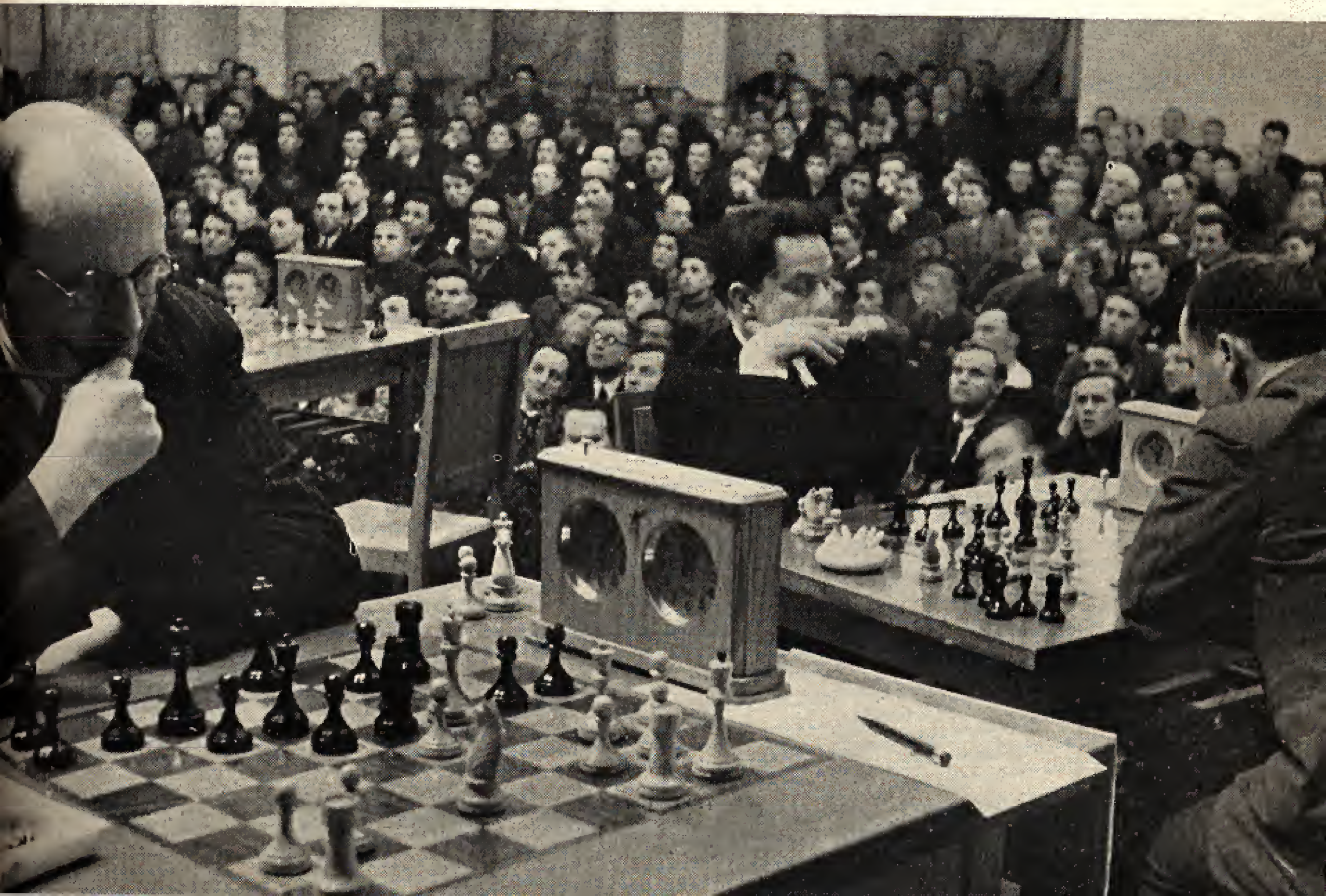
Since World War II began, the increasing interest in chess and the keen competition of frequent tournaments have added many new names to the growing list of Russian masters. Most of these newcomers are 'teen-age youngsters. In the 1939 Championship Tourney, youthful Komsomol Kotov came in second to Botvinnik, ahead of the usual formidable field. In the 1940 Championship, 18-year old Stolberg, a lanky student with enormous glasses perched on the

(continued on Page 155)



ABOVE: Michael Botvinnik (left) plays Esthonian Grandmaster Paul Keres in the 1941 Match-Tournament in which the six prize-winners of the 1940 Championship played 20 rounds for the title of Absolute Chess Champion of the USSR. Each contestant played four times against each of his five competitors. Botvinnik won the title; Keres placed second.

BELOW: Scene during the 14th round of the Russian Masters' Training Tournament at Leningrad, 1939. At the left is Rabinovich; at the extreme right, Makagonov plays Romanovsky (center). U.S.A. Champion Reshevsky took part in this tourney, finished second to Salo Flohr. 18 masters competed in the event, a "practice" tourney for the championship.

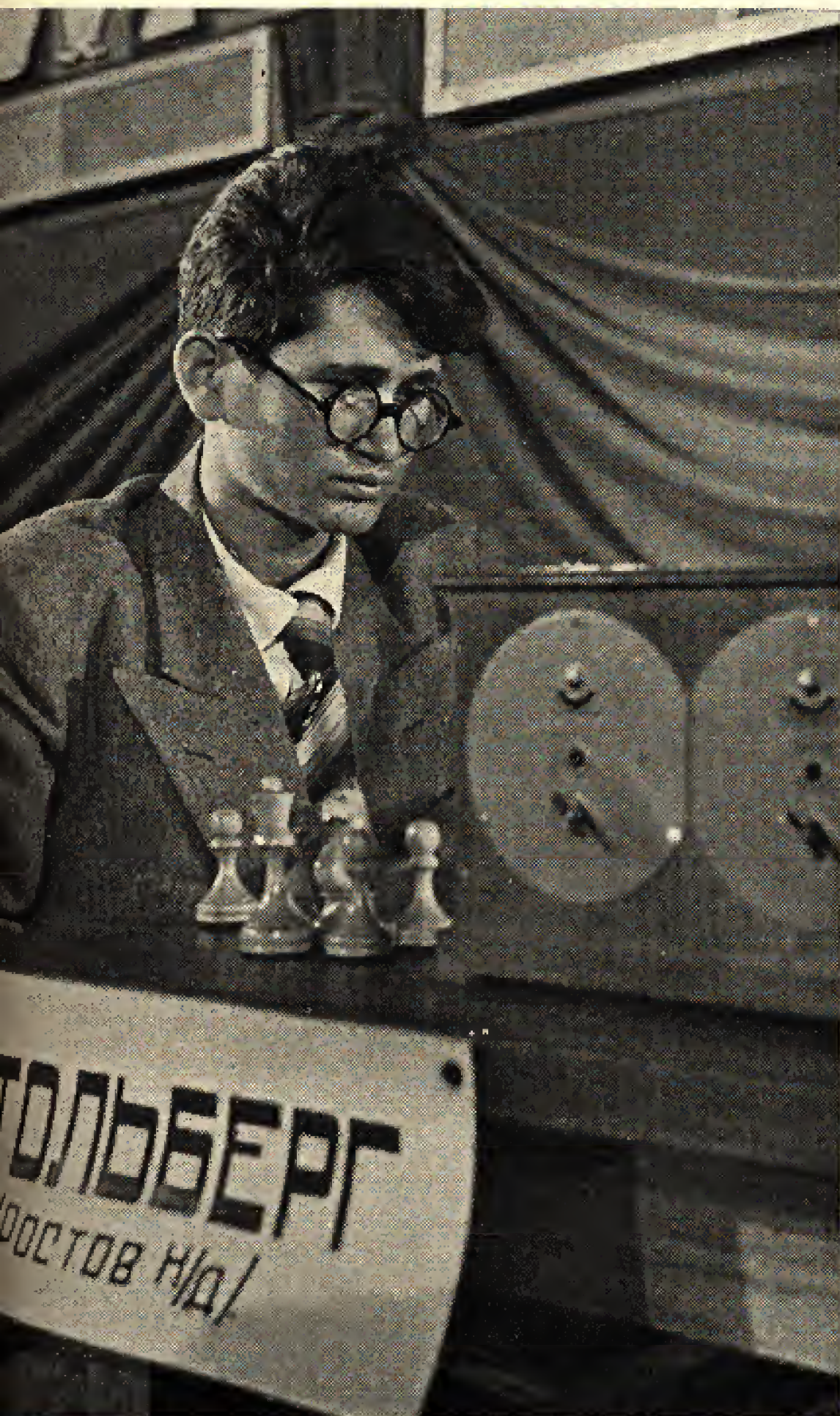




ABOVE: Men of the Soviet Red Navy are chess enthusiasts, like hundreds of thousands of their countrymen — and women. Here a group is shown following the game between Keres and Bondarevsky at the championship tourney in the Hall of the Uritsky Palace in Leningrad.

BELOW: Important chess tournaments are attended by thousands of chess fans. In the photo below, taken outside the Moscow Conservatory in 1940, an overflow crowd listens to a broadcast description of the games going on inside the hall.





UPPER LEFT: "Children and patriarchs" play chess, as do millions of all ages in the USSR. This be-whiskered gentleman and his young friend are united in their enthusiasm for chess, are following one of the games at the Uritzky Palace, Leningrad.

LOWER LEFT: M. Stolberg of Rostov-on-Don was just 18 years of age when he played in the 1940 championship. He almost defeated Keres! Caricature of Stolberg is by USSR Cartoonist I. Yusepchuk.

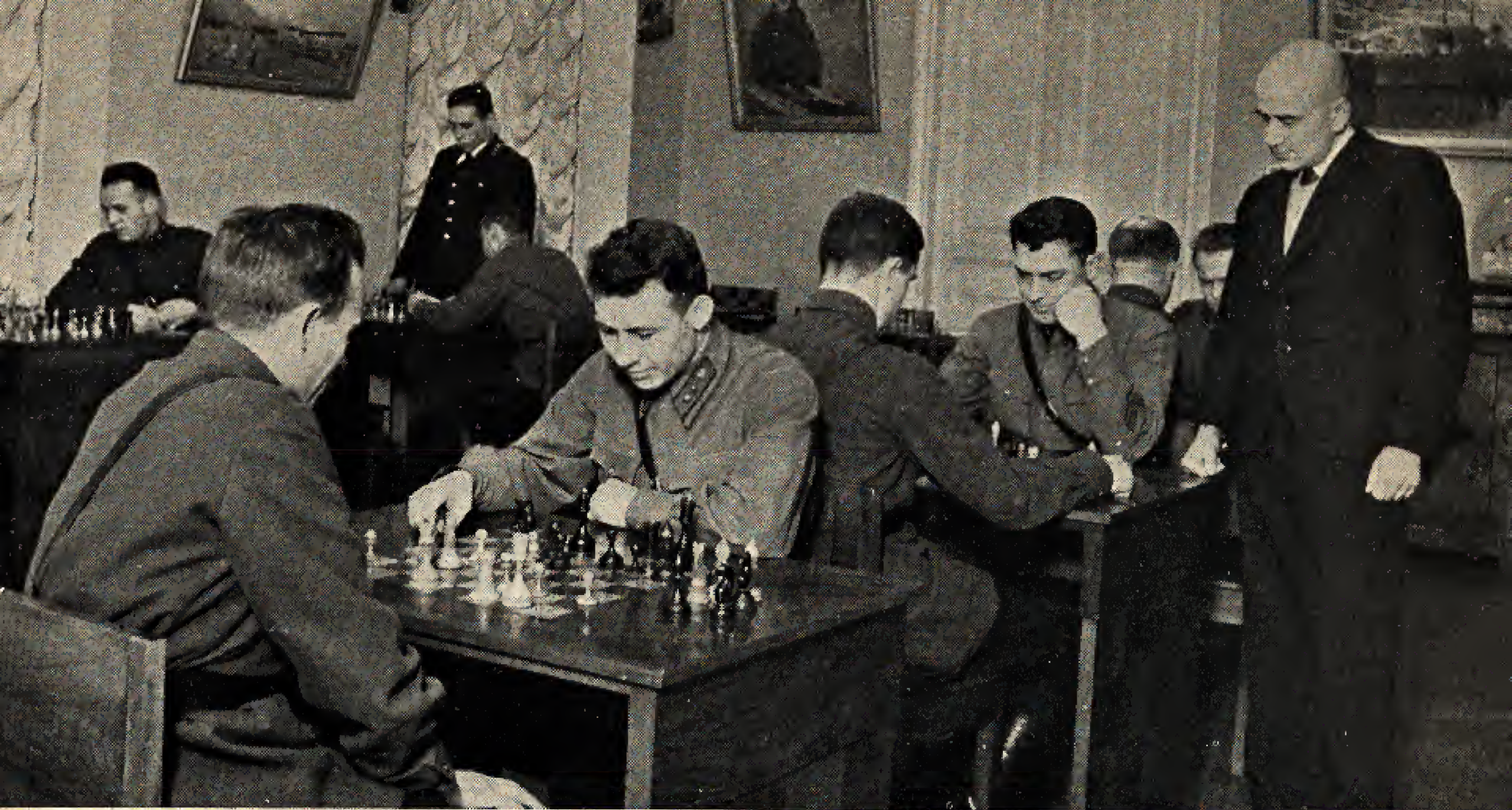
UPPER RIGHT: Vassily Smyslov, Grandmaster of Chess at the age of 21! Keen competition and frequent tournaments have brought many youngsters to the forefront. Aviation student Smyslov has a short but brilliant record.

LOWER RIGHT: At the Uritzky Palace, Leningrad, the audience is furnished with headphones and listens to an explanation of the games in progress. Photo was taken during the 1941 match-tourney for the Absolute Chess Championship of the USSR.



UPPER PHOTO: Chess is played by all types of people in all parts of Russia. Many schoolchildren are minor masters! Here, students of a pedagogical school in Turtkul play chess during their free time.

LOWER PHOTO: Russian farmers play chess. At Minsk, in 1939, these farmers competed for the right to take part in the All-Union chess and checkers tournament of collective-farm members.



In peace or at war, chess is one of the principal recreations of the gallant Red Army. At top, a group of officers receives instruction from Chess-master Kahn at the Central Red Army House. At

the lower left, two Russian aviators at the Karelian front play a game in the interval between flights. At the lower right, men of the Red Army play chess in a sub-division club room.



UPPER PHOTO: Sergei Prokofiev (right), famous composer and pianist, is shown playing the Soviet Violinist David Oistrakh in a chess tournament of "workers in art" which was held at the Central House of Workers in Arts in Moscow. Watching the players is Liza Hilels, young violinist, who was one of the Soviet artists scheduled for a concert tour of America when the war broke out. Scores of these minor tournaments are constantly being played in the USSR, where chess is the most popular of all games.

Lower Photo by Julien Bryan

LOWER PHOTO: Chess interest is not confined to the big cities. The game is played by MILLIONS throughout the length and breadth of the land. Chessmasters make frequent tours, exhibiting their skill in simultaneous matches. Wherever they go, they meet tough competition, are well satisfied if they win more than half their games. Photo shows Chessmaster Kahn giving a simultaneous exhibition in a remote village of Russia.

CHESS IN THE USSR

(continued from Page 148)

end of his tiny nose, had Keres on the ropes, won many games from older masters. Most brilliant and consistent of all youngsters is Vassily Smyslov who, at the age of 17, made a sensational showing in the Leningrad-Moscow Masters' Training Tourney of 1939, placed third in the 1940 Championship and again in the 1941 match-tourney, won the Championship of Moscow in December 1942 against a field which included most of the leading Russian masters. Smyslov has been awarded the title of Grandmaster. Other notable young players are Bondarevsky, Chistiakov and Boleslavsky.

USSR Chess in Wartime

Red Army commanders have surprised the world by their superb strategy and tactics in World War II. In a small way, chess has played its part in developing the type of mind which is responsible for the brilliant attacks, counter attacks and defensive strategy executed by the Red Army. It is not unreasonable to believe that chess-minded commanders have used the tactics of the chessboard in their gallant defense of Mother Russia. For many years chess has been the favorite recreation of the Red Army. Commanders and men are coached by chessmasters, are given regular instruction in the strategy and tactics of the game.

Since the USSR entered the war, chess interest has not subsided, nor have the authorities clamped down on chess activities. On the contrary, the recreational value of chess is recognized as more important than ever. Big tournaments are conducted, at frequent intervals, in Leningrad, Moscow, Sverdlovsk and other centers. Chessmasters serving in the Army or Navy are given leave to take part in these events. Results and game scores are broadcast to the front, are published in the Army newspapers. One tournament was held in Moscow at the height of the Nazi invasion, when foreign observers thought the city would fall to the German hordes.

Even under actual combat conditions, soldiers and officers enjoy their favorite game. Matches have been arranged between strong players at the front. An American correspondent who visited the front lines reported that in every tent he saw "the inevitable chessboard."

Among the known casualties of war are Chessmaster S. V. Belavenetz, Moscow player who died heroically in action and veteran Ilyin Zhenevsky, of Leningrad, who was killed by an enemy bomb.

USA vs USSR Match Anticipated

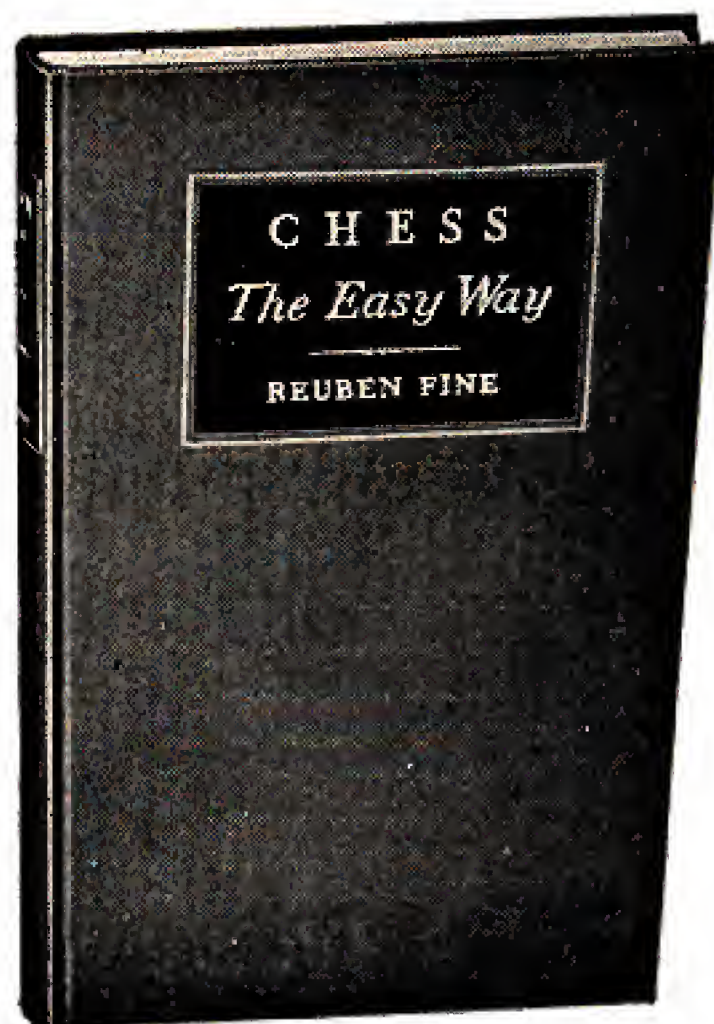
Efforts are now being made to arrange a match between chess teams representing the USA and USSR. An over-the-board match would have to await the war's end, but a cable match is a present-day possibility.

Although the number of players in this country is small, compared with Russia's millions, and although our tournaments seem puny, amateurish affairs when contrasted with the magnificent spectacles in the USSR, the quality of chess played by top-ranking US masters is considered at least equal to the best efforts of Russian masters.

On four successive occasions, the U. S. won the team championship of the world against the stiffest type of international competition. However, the USSR never entered a team in these Chess Olympics and the question of supremacy in team play between the two countries is still in doubt.

A match between the USA and USSR would receive international publicity, would be followed with great interest by chessplayers throughout the world. It would be highly popular here and in the USSR, would help to cement the bonds of friendship between the Soviet Union and ourselves.

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Game of the Month

by
REUBEN FINE

Only too often readers shy away from drawn games because of the indecisive result. Yet what we are really interested in is the inherent value of the moves and not merely whether they won or lost (though it is a common mistake to believe that the two are totally independent). Looked at in this light, a well-fought draw is worth far more than a crushing win where one side makes several powerful moves inducing his opponent to groan and give up.

Our choice this month is an excellent example. It is hard to see how more aggressive and exciting chess could be played; perhaps the placid conclusion is due to the exhaustion of both masters after the staggering wallops of the middle game.

SVERDLOVSK, 1942 NIMZOINDIAN DEFENSE

| Mikenas White | Sokolsky Black |
|------------------|-------------------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | B-Kt5 |
| 4 Q-B2 | |

There is still nothing better.

4 P-Q3

A passive continuation which is not to be recommended because it gives White too much leeway. Either 4 Kt-B3 or 4 P-Q4 is preferable.

5 Kt-B3

More energetic is 5 P-K4 because Black must then lose time to weaken White's Pawn position with . . . BxKtch, 5 P-QR3 is also good.

5 QKt-Q2

Pursuing an old-fashioned system — Q-fianchetto to control his K5. The trouble is that with this type of Pawn structure Black's Kt no sooner gets to K5 than it is driven away.

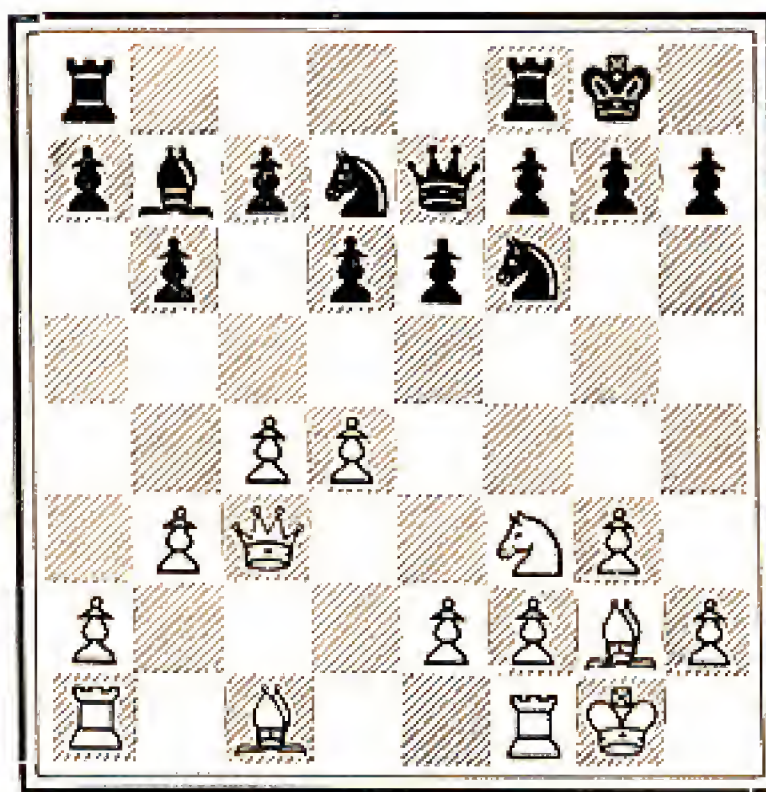
| | |
|----------|--------|
| 6 P-KKt3 | P-QKt3 |
| 7 B-Kt2 | B-Kt2 |
| 8 O-O | BxKt |

Another drawback to the variation: Black is compelled to exchange with loss of time because White would move his Kt away otherwise.

| | |
|----------|------|
| 9 QxB | O-O |
| 10 P-Kt3 | Q-K2 |

One of Black's major aims is to play . . . P-K4. But 10 . . . Kt-K5; 11 Q-B2, P-KB4 at once is poor

because 12 Kt-Kt5! yields White the two Bishops "pure" with a crushing positional superiority.



11 B-QR3!

More effective than 11 B-Kt2, when 11 . . . Kt-K5; 12 Q-B2, P-KB4 and . . . P-K4 would soon follow.

| | |
|--------------|-------|
| 11 | Kt-K5 |
| 12 Q-B2 | P-KB4 |

Black has carried out the major part of his plan, but now White can regroup his pieces and chase out the intruder.

13 KR-Q1

More precise is 13 Kt-K5 at once.

| | |
|--------------|-----------|
| 13 | QR-K1 |
| 14 Kt-K5! | Kt(Q2)-B3 |
| 15 Kt-Q3 | |

Threatening to cripple Black's Pawn position with P-B5 — a major motif against this kind of P structure.

15 P-B4

Though he stops the immediate break, he sets up a new target. White already has a definite advantage.

| | |
|---------|--------|
| 16 P-B3 | Kt-Kt4 |
| 17 PxP | KtPxP |

On 17 . . . QPxP; 18 P-QKt4 is too powerful.

18 Q-Q2

To take full advantage of his two Bishops, White wishes to open the game on the Q-side, the key move being P-QKt4. However, he must defer the break until the most effective moment because a complete liquidation there would spoil his winning chances. Thus on 18 P-QKt4 at once, after 18 . . . PxP; 19 BxP, Kt-B2; 20 P-B5, Kt-Q4; 21 B-QR3, R-B1; 22 PxP, KtxP; White has little to show for his pains.

18 Kt-B2

Obviously.

19 Q-R5

His plan is to concentrate overwhelming force on the Q-side first. Then when the crash with P-QKt4 does come, it will create a variety of threats right away. In typical Russian style, Sokolsky does not defend himself passively but undertakes a counter-action against the White King position.

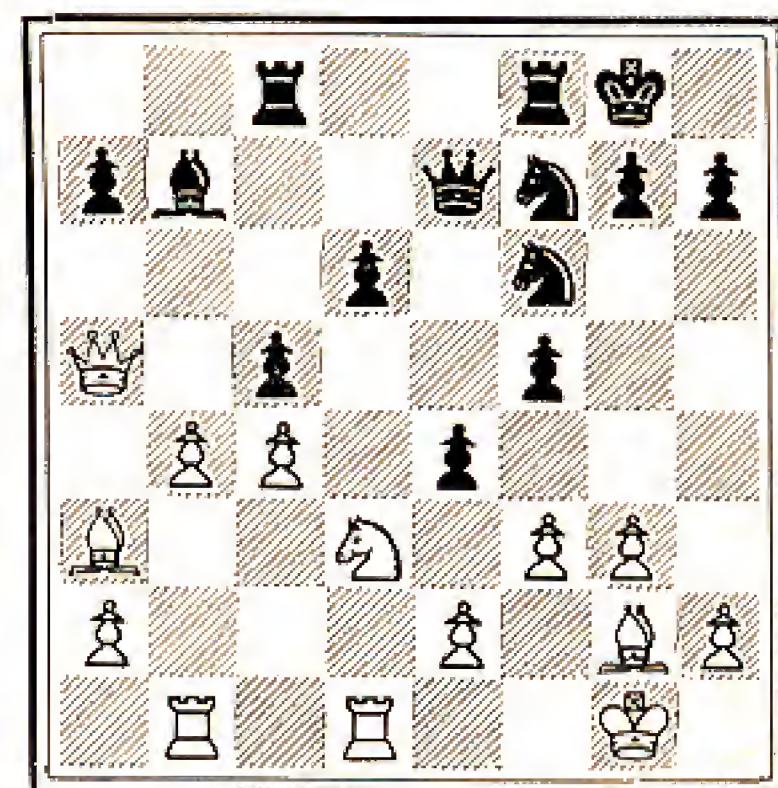
19 R-B1

To prevent 20 KtxP, 20 QxRP?? would be a costly blunder; 20 . . . R-R1 wins a piece.

| | |
|------------|------|
| 20 QR-Kt1 | P-K4 |
| 21 P-QKt4! | P-K5 |

The battle has been joined. If instead 21 . . . PxP; 22 RXP prepares QxRP.

Position after 21 . . . P-K5



22 PxKP

He is afraid that otherwise his own exposed King position will be more dangerous than Black's weakened Pawns. On 22 Kt-B4, KPXP; 23 KPXP, Q-K6ch; 24 K-R1, BxP is sufficient, e.g., 25 R-K1, Bxch; 26 KxB, Q-Q5; 27 PxP, Kt-K5! with the better of it.

Yet the best, though far more complicated, was 22 Kt-B2! If then 22 . . . Kt-K4; 23 KtPxP!, KtxQBP;

24 QxPP, or 22... KPxP; 23 KPxP, Kt-K4; 24 PxP!, is decidedly in White's favor.

On 22 Kt-B2!, Black's only half-way adequate reply is the in-between move 22... Q-B2! Since the Kt file is not open yet White cannot afford to capture the RP. While the exchange of Queens would be levelling (on other replies black can consolidate with ease), White with his two Bishops would have a significant endgame plus. Perhaps Mikenas underestimated the force of White's attack.

22 BxP

Now 22... PxP would be bad because Black could not open the K file.

23 PxP! BxB!

He must have had this in mind, since any other reply loses at least a Pawn without compensation.

24 PxP Q-K6ch
25 KxB QxKPch
26 K-Kt1

Again forced. On 26 Kt-B2, Kt-Kt5 sweeps through the White position like a typhoon: 27 R-Q2, Kt-K6ch; 27 K-Kt1, Q-B6; 28 Kt-R3, KtxP, etc.

26 Kt-Kt4

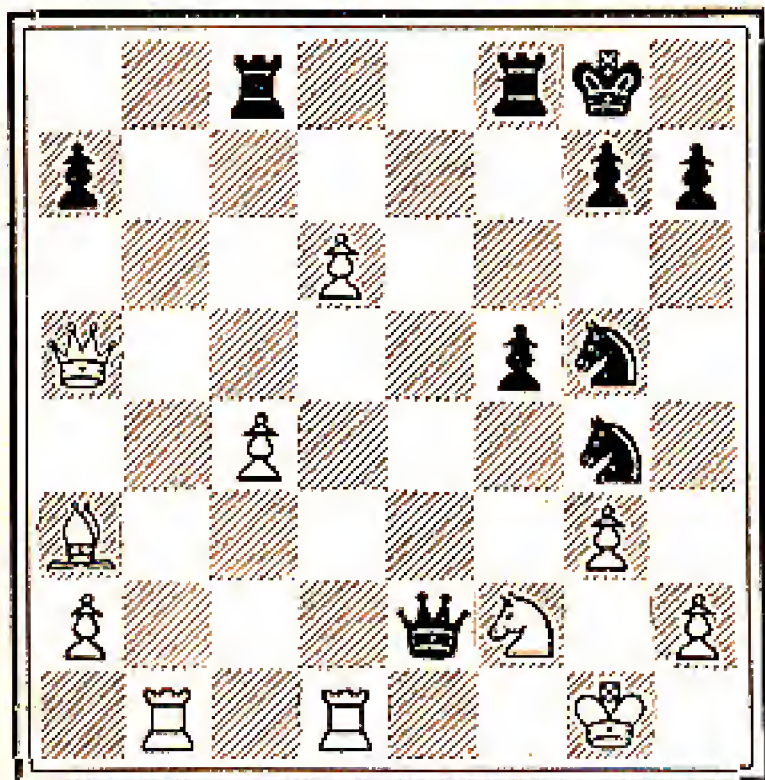
There is no more forceful continuation. On 26... Kt-Kt5; 27 Q-Q2 would stop the threats cold, when White would win the endgame.

27 Kt-B2

The only way to take the sting out of both... Kt-B6ch and... Kt-R6ch.

27 Kt-Kt5

Position after 27... Kt-Kt5



His play is as vigorous as possible. 27... Kt(B3)-K5 would be inferior because Black has only one insignificant check after 28 R-Kt2!

28 Q-Q5ch!

Mikenas defends himself ably. On the immediate 28 R-Kt2 (the key move which he has in mind) Black would decide with either 28... Kt-R6ch!; 29 K-Kt2, Kt-K6ch and mate next, or 28... Kt-B6ch; 29 K-Kt2, Kt-K6ch; 30 K-R1, Kt-Q7! followed by... Q-B6ch.

28 K-R1

The interposition 28... R-B2 would weaken the last rank too much. After 28... R-B2; 29 R-Kt2, Kt-B6ch; 30 K-Kt2, Kt-K6ch; 31 K-R1, QxR(Q8)ch; 32 QxQ, KtxQ; 33 KtxKt, RxP?? is refuted by 34 R-Kt8ch, R-KB1; 35 RxRch, KxR; 36 P-Q7 dis ch and queens. Alternatives on Black's 33rd move in the above variation offer no real winning chances.

29 R-Kt2 Kt-B6ch

Now 29... Kt-R6ch would be pointless because White's Rooks are defended. On 29... Q-K6, attacking the Bishop, 30 P-Q7 is quite adequate, e.g., 30... KtxKt; 31 RxKt!, Kt-R6ch; 32 K-Kt2, QxRch; 33 KxKt and White wins.

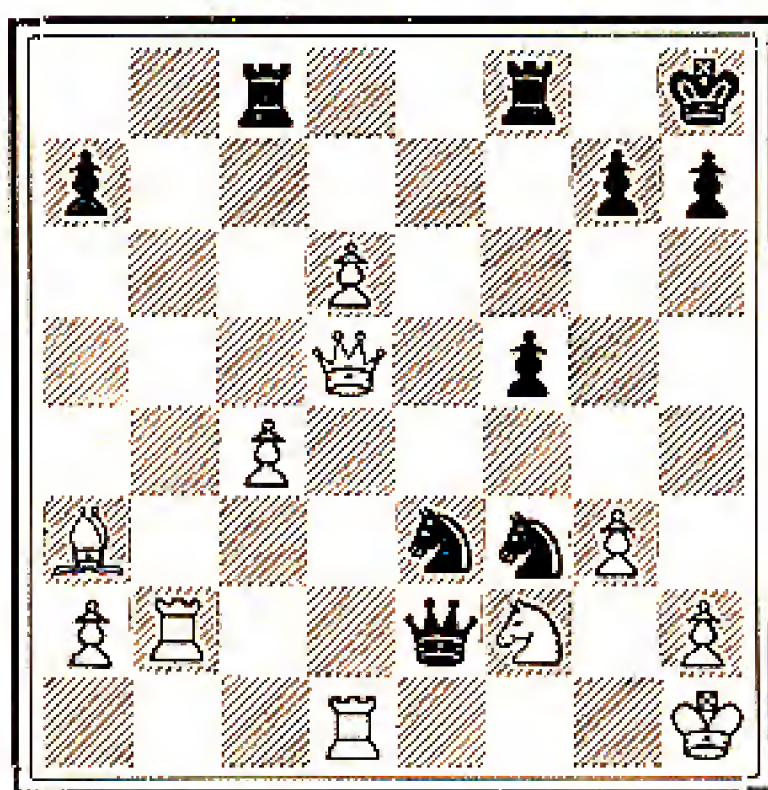
30 K-Kt2

Not 30 K-R1, KtxKtch.

30 Kt-K6ch

31 K-R1

Position after 31 K-R1



31 QxR(Kt7)?

Wrong Rook! Either way, the crucial question is what the effect of White's passed Pawn will be. As the game goes, it can advance to the seventh and tie down a Black Rook permanently. But on 31... QxR(Q8)ch, the normal sequence 32 QxQ, KtxQ; 33 KtxKt, RxP; 34 P-Q7 is refuted by 34... R-KKt1, for on 35 B-K7, R-Q5 is conclusive (36 P-Q8(Q)ch, R (Kt1) xQ; 37 BxR, RxKtch; 38 K-Kt2, Kt-K8ch and wins a piece since any K move would be answered by... Kt-Q6ch), while on alternatives to 35 B-K7 Black would have time to return with his Kt and pick up the QP. Once the QP is gone, while the win might still be arduous, even problematical, it would be a possibility—as the game goes, it soon disappears.

After 31... QxR(Q8)ch, White might try 32 KtxQ, KtxQ; 33 PxKt, but the combination is refuted by 33... R-B8; 34 P-Q7, RxKtch; 35 K-Kt2, R-KKt1!; 36 KxKt, RxP!! (traps and more traps: if 36... R-Q6ch; 37 K-B4, RxB; 38 R-QB2!!! R-R4!; 39 K-K5, Black might have some difficulty); and now the double threat of... R-Q6ch and... RxP is killing.

32 BxQ KtxQ

33 RxKt RxP

34 P-Q7

Now the well protected passed Pawn precludes a panic.

34 R-Q1

35 RxP

Black's Rook is immobilized by his sovereign's congested quarters.

35 R-B7!!

It is none too easy for Black to maintain the balance, despite his theoretical plus. On 35... Kt-Q5 or 35... Kt-Q7; 36 R-K5 wins at once for White.

36 RxKt

The alternative 36 B-R3?? is inferior because the reply 36... RxKt involves a painful threat.

36 RxB

37 Kt-Q3

Unfortunately the pretty bubble of 37 R-K3 is burst by a cold interposition: 37... RxKt; 38 R-K8ch, R-B1.

37 R-K7

He must prevent Kt-K5.

38 Kt-B5 K-Kt1

39 R-Q3

He cannot be accused of concealing his intentions.

39 R-K2

40 K-Kt2 K-B2

Both sides now retire to rest on their laurels. White can do nothing against Black's extra exchange, Black is helpless against White's advanced Pawn.

41 P-KR4 K-B3

42 K-B3 R-B2

43 K-B4 K-K2disch

44 K-K5 R-B3

Now that the queening square is held by the King too, he can wiggle the extra Rook — but that's about all he can do with it.

45 R-R3 P-QR3

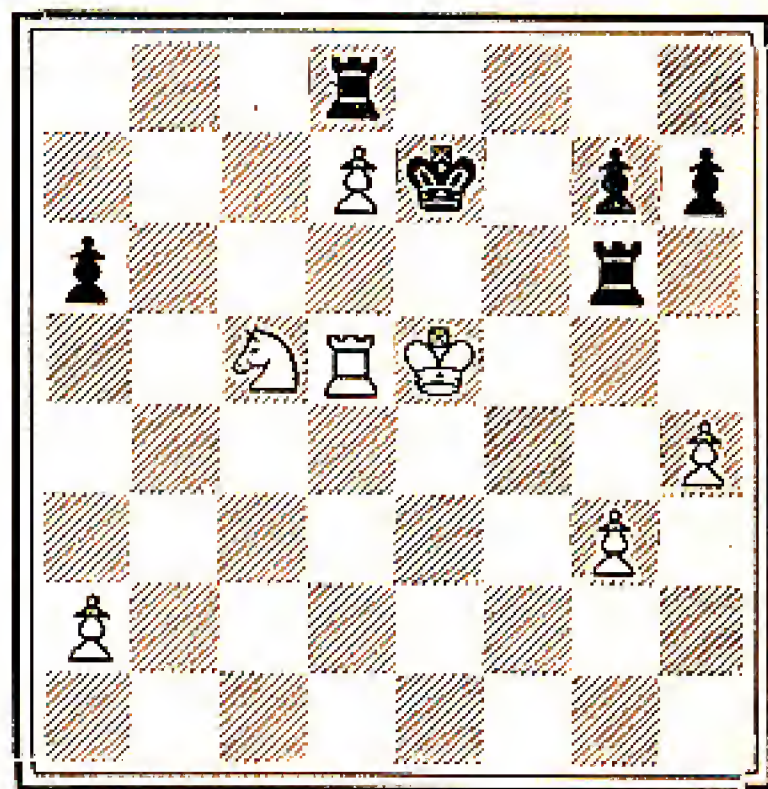
46 R-Q3 R-B3

47 R-Q5 R-KKt3

Drawn

An enjoyable game full of sparkling combinations.

Final Position
(White to Play)





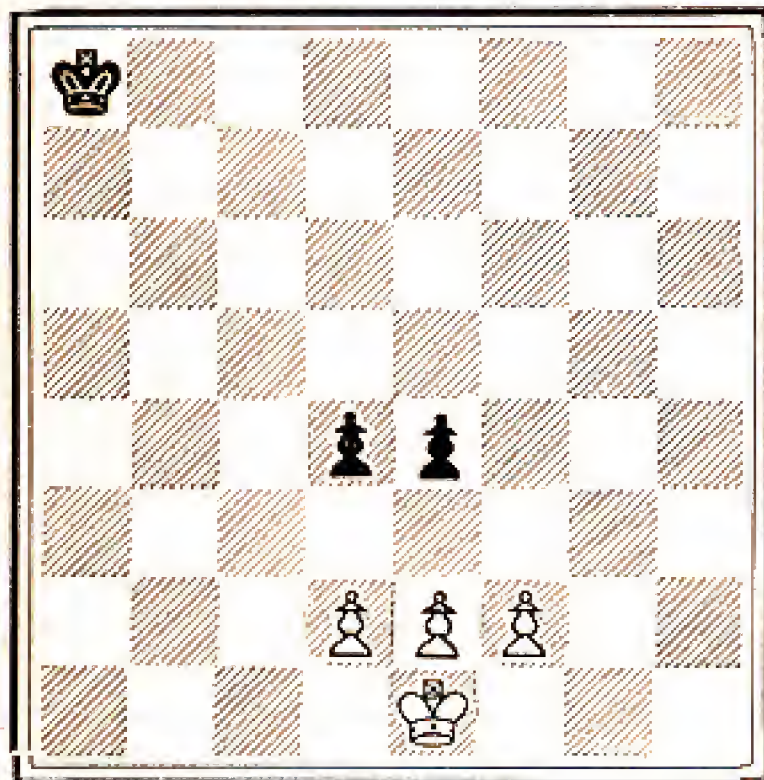
READERS' QUESTIONS

ANSWERED BY
ALBERT S. PINKUS

Answers to questions of general interest are published in this department. Questions must be specific and brief. Address Questions Editor, CHESS REVIEW, 250 West 57th Street, New York 19, N. Y.

What does "PxP e.p." mean? — Corp. Arnold Horowitz, Desert Manuevers.

The notation is based on the En Passant rule which states that "a pawn which has been moved two squares on its first move is liable to be captured on the following move by a player's pawn that could have captured it, if it had moved only one square".



If White proceeds with P-KB4, Black can play PxP e.p., if he wishes, by capturing on White's KB3, just as if White had initially played P-KB3.

Is there an opening called the Persian Opening? Am I correct in saying that White's first move in this opening is P-R4? Is it a good opening for White? — Wm. F. O'Brien, Jr. Penn.

Frankly I have never seen this opening, but if the first move is either 1 P-KR4 or 1 P-QR4, it would be best to keep the opening nameless. So far as I can see, the move serves no useful purpose and should be avoided.

I believe that the move of P-R4 is a throw-back to the ancient game of chess (before the modern game evolved around the year 1485). At that time the Rook was the most

powerful piece on the board, and so a move like P-R4 would serve the purpose of development.

What is the best move in the following line in the Kieseritzky Gambit?

1 P-K4, P-K4; 2 P-KB4, PxP; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-KKt5; 5 Kt-K5, B-Kt2; 6 KtxKtP, P-Q4; 7 PxP, QxP; 8 Kt-B3.—M. D. Kogut, N. Y.

In open positions of this kind, the possession of two Bishops can be a great advantage. Therefore Black should move his Queen rather than gain temporary respite by BxKt. Of the wide variety of Queen moves, the best possibilities are:

- (a) Q-QB4
- (b) Q-KB4
- (c) Q-QR4

I rather favor 8 Q-QB4 and a possible continuation is 9 B-K2, Kt-QB3; 10 Kt-B2, KKt-K2 with an excellent game. However, Black must move with extreme caution because of his weak pawn at KB5.

I have rather hedged in answering this question, because I cannot offer any definite proof as to which move is the best.

Kindly indicate proper procedure for King and Queen to win against King and Rook. Can a win always be forced?—E. M. Neubert, Graeagle, California.

Except for a few problem-like positions, the Queen can always force a win against the Rook. However the method would take up more space than I can give here. A very fine explanation is found in Reuben Fine's "Basic Chess Endings" pages 561-562.

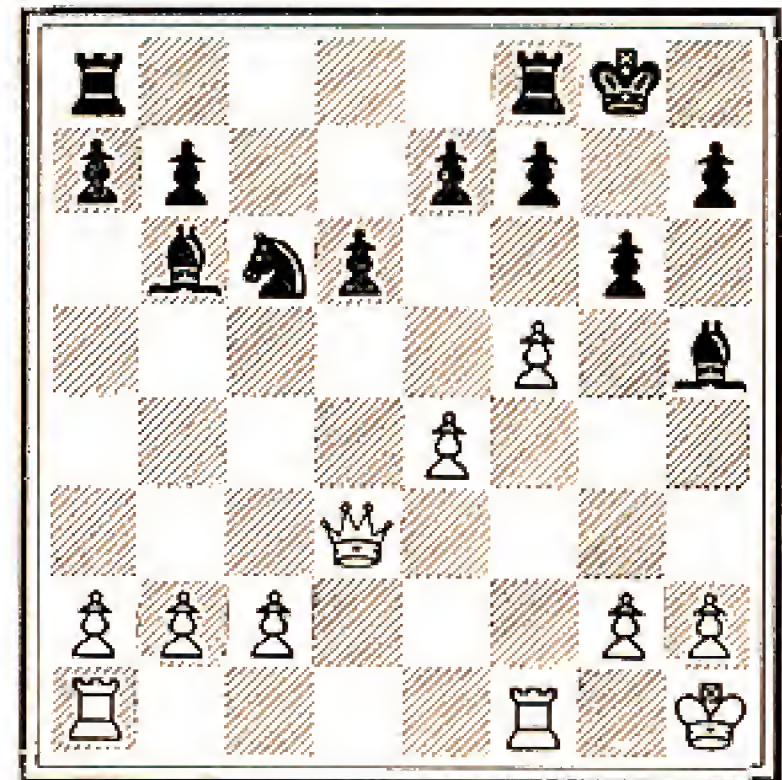
In M.C.O. page 222, col. 2, why does not White play 6 QKtxP apparently winning a pawn without detriment to his position?—N. W. Mitchell, Waterbury, Conn.

The moves referred to are 1 Kt-KB3, P-Q4; 2 P-B4, PxP; 3 Kt-R3, P-QB4; 4 KtxP, Kt-QB3; 5 P-QKt3, P-K4;

This is a trap for if 6 KtxP, Ktx Kt; 7 KtxKt, Q-Q5 wins a piece.

In the line of play in the Sicilian Defense where Black exchanges his Queen for 3 pieces as shown in M.C.O. page 292 col. 31 attributed to the game between Ahues vs Richter, equality is reached after 15 moves, according to M.C.O. Can't White win the Bishop at KR4 as follows: 16 QR-K1, P-B3; 17 Q-R3 threatening P-KKt4 and if Black plays 17 Kt-K4 White can continue with Q-R4 and I cannot see how Black can save the piece.—C. Parmelee, Newark, N. J.

Diagram after Black's 15th move.



This is a difficult position and I fail to see why the game should be called "equal". Frankly I prefer Black's chances. As for saving the Bishop, I offer the following analysis:

- 16 QR-K1 P-B3
- 17 Q-KR3 Kt-K4
- 18 Q-R4 B-Kt5!

This looks provoking, but if 19 P-KR3, P-KKt4; 20 Q-Kt3 (forced because 20 Q-R6? Kt-B2 wins the Queen.), B-R4.

- 19 R-B4 P-KR4

Not 19 P-KKt4 because of 20 RxB.

- 20 PxP K-Kt2

Also playable is 20 KtxP; 21 RxB, PxR; 22 QxP, K-B2.

All variations seem to favor Black.

I have been unable to locate the score of the game as actually played between Ahues vs Richter, Berlin 1930 (Four Master). If any of my readers have a record of the game, I would be happy to see the line of play that was adopted.

CHESS NEWS OF THE MONTH

• **MOSCOW** (Via Press Wireless, May 26th)

In a special cable, released to **CHESS REVIEW** by the Soviet Consulate of New York, Correspondent N. I. Grekov reports that USSR Champion Mikhail Botvinnik won first place in the tournament at Sverdlovsk, held in April of this year. Eight masters played a double round and Botvinnik's winning score was $10\frac{1}{2}$ - $3\frac{1}{2}$, comprising 7 wins, no losses, 7 drawn games.

Second place was taken by Vladimir Makagonov, Azerbaijan Chess Champion and teacher of mathematics in Baku, who ran up a total of 9 points. Recognized as one of the strongest players in the USSR, Makaganov's standing in this tourney represents marked progress on the part of the Baku school teacher.

Third and fourth places were shared by Moscow Champion Vasily Smyslov and ex-champion of the Soviet Capital Ilya Kahn with 8 points each. 22-year old Smyslov has already achieved remarkable successes in previous contests and is now the proud bearer of the title "Grandmaster." The play of Ilya Kahn is usually steady and restrained but in the Sverdlovsk contest he was energetic and sought complications. He scored the least number of drawn games (2 out of 14) winning 7 and losing 5.

Fifth place was occupied by Ukrainian Champion Isaac Boleslavsky with 7 points. His extremely intense play was abundant with intricate situations but often ended surprisingly in a draw. Boleslavsky registered 8 drawn games, won 3 and lost 3.

The second representative of the Ukraine, Alexander Konstaninopolsky, finished half a point behind Boleslavsky. The last two places were occupied by Eugene Zagoryansky of Moscow, who scored 4 points and Vyacheslav Ragozin of Leningrad with 3 points.

Flohr, Levenfish and Lilienthal, originally scheduled to compete at Sverdlovsk, did not take part in the event.

The Sverdlovsk tournament was keenly followed by all chess fans eager to see how Botvinnik would fare against the formidable opposition. The Soviet Champion had not taken part in any tournament for two years and many chess enthusiasts believed this would have an adverse effect on his chess skill. However, the first few rounds provided sufficient proof that Botvinnik was in excellent tournament form. Scoring one victory after another, he took the lead early and held it to the very end. Botvinnik's latest achievement demonstrates that he has not only preserved his former skill, but has made consid-

erable progress.

The tournament was keenly fought and many games provided material of theoretical significance.

• NEW YORK

The 2nd annual Speed Championship Tournament, under the auspices of the U. S. Chess Federation, will be held at the Capitol Hotel, New York, on July 4th. Preliminaries will be conducted from 2 to 5:30 p.m., finals from 7:30 to 11 p.m.

The country's leading masters will compete in this popular and interesting event, in which all games are played at the rate of ten seconds a move. The entry list includes Speed Champion Reuben Fine, who won the title last year in a thrilling finish; U. S. Champion Samuel Reshevsky; Co-Speed Champions of the Manhattan Chess Club I. A. Horowitz and Abraham Kupchik; Internationalist Isaac Kashdan; Chessmasters Arnold S. Denker, Albert S. Pinkus, Weaver W. Adams, Herman Helms; National Amateur Champion Edward S. Jackson, Jr.

In addition to these chess stars, many other players will compete in the event as it is open to all. The strong players will be divided among the preliminary groups. In the finals the players will be classified in accordance with their standings in the preliminaries. Guaranteed cash prizes of at least \$50, \$25, \$15 and \$10 will be awarded to the top four in the Class A Championship Finals.

If you want to compete in this exciting affair, send your entry and entry fee of \$2 to L. Walter Stephens, chairman, 279 East 34th St., Brooklyn, N. Y.

• VENTNOR CITY, N. J.

Ventnor's fifth annual Invitation Tournament will be held at the Municipal Pier from July 5th to 11th inclusive. Invitations to take part in this popular event have been accepted by Marshall Chess Club Champion A. E. Santasiere, New England Champion Weaver W. Adams, Philadelphia's Jacob Levin, who won first prize at Ventnor in 1941, and Ariel Mengarini of Washington, D. C. First class Private George Shainswit, of New York's Manhattan Chess Club, is in camp near Wrightsville, N. J. and is counted on to play. Invitations were extended to Canadian Champion Abe Yanofsky, who won first prize at Ventnor last year, and to Lieut. Joseph Rauch of the Canadian Army. It is doubtful whether either of these Dominion players will be able to accept. Yanofsky is playing in the Canadian Championship Tourney at Dalhousie but expects to join the RCAF in the near future; he has already spent one month

at a training camp.

Ventnor City officials, who have generously contributed to the prize fund in the past, have withdrawn their financial support for the duration. The burden of raising a prize fund is being carried by Director Richard W. Wayne. Patrons could not contribute to a more worthy cause. Send donations to R. W. Wayne, 230 N. Dudley Ave., Ventnor, N. J.

• SYRACUSE, N. Y.

The N. Y. State Chess Association announces that the winner of the Championship Class in the tournament to be held at the Hotel Syracuse, Syracuse, N. Y. from August 14th to 28th, will be recognized as Open Champion of the U. S. Chess Federation and New York State Champion. Play for both titles has been combined in one class.

As usual there will be other classes for experts and amateurs. Players of any strength are invited to participate. For details, write to Paul G. Giers, 2304 South Avenue, Syracuse, N. Y.

• PHILADELPHIA

An interesting tournament has just been completed at the Franklin Chess Club. Sidney T. Sharp and Harry Morris emerged in a tie for first with scores of $9\frac{1}{2}$ - $1\frac{1}{2}$. 3rd and 4th places were shared by Isaac Ash and Bernie F. Winkelman, who scored $7\frac{1}{2}$ - $3\frac{1}{2}$. Other contestants, in the order of the final standings, were C. F. Bauder, Philip B. Diver, Harold L. Bauder, R. C. Sellers, N. Silven, James F. Magee, Jr., W. L. Arkless and Armand J. Gerson. Magee, now in his 77th year, was the veteran of the tourney.

• BOSTON

Dr. Putzman, with a score of $5\frac{1}{2}$ - $1\frac{1}{2}$, won the Class A division of the Boylston Chess Club (Y. M. C. Union) annual tournament. Somerlatte was 2nd with 5-2 and Hudnut 3rd with $4\frac{1}{2}$ - $1\frac{1}{2}$. Leaders in Class B were Carson, $9\frac{1}{2}$ - $\frac{1}{2}$; Thomas 9-1; Wiley, $7\frac{1}{2}$ - $2\frac{1}{2}$.

The Massachusetts State Association annual tournament will be finished in a few more weeks. Harlow B. Daly, Dr. Katz, Welch and Jacobs are closely bunched at the top.

• FROM HERE AND THERE

Charleston (S. C.) now has a Chess Club which meets 3 times weekly at the Timrod Inn; President is Prof. Robert F. Brand, former V. P. of the N. Y. State Chess Assn; Secretary-Treasurer is Frederick C. Wiest, architect at the Charleston Navy Yard. . . . Sergt. Bruno Schmidt, former Michigan Champion, is now stationed at New Orleans; he recently gave a simultaneous exhibition at the La Garde Hospital.

LET'S PLAY CHESS!

A Picture Guide to the Game of Chess



IRVING CHERNEV

By **IRVING CHERNEV**

Associate Editor of **CHESS REVIEW**

and

KENNETH HARKNESS

Managing Editor of **CHESS REVIEW**

This series began in the March issue. The series is intended for beginners and will form a complete course of instruction in the rules and tactics of the game. By following this course, with its remarkable illustrations, diagrams, examples and practice drills, the learner can quickly and easily master the basic principles of chess. Part 4 will appear next month—in the June-July issue.

The complete course will be published, in book form, by **SIMON AND SCHUSTER**, New York. If completed in time, the book will be available in the late Fall of this year; otherwise, it will be scheduled for publication in the Spring of 1944.

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PART THREE

What is the secret of the fascination of chess? Why do people, once they have learned the game, stick to it all their lives, getting just as much of a thrill out of it after years of play as when they first began, when every move was a fresh surprise?

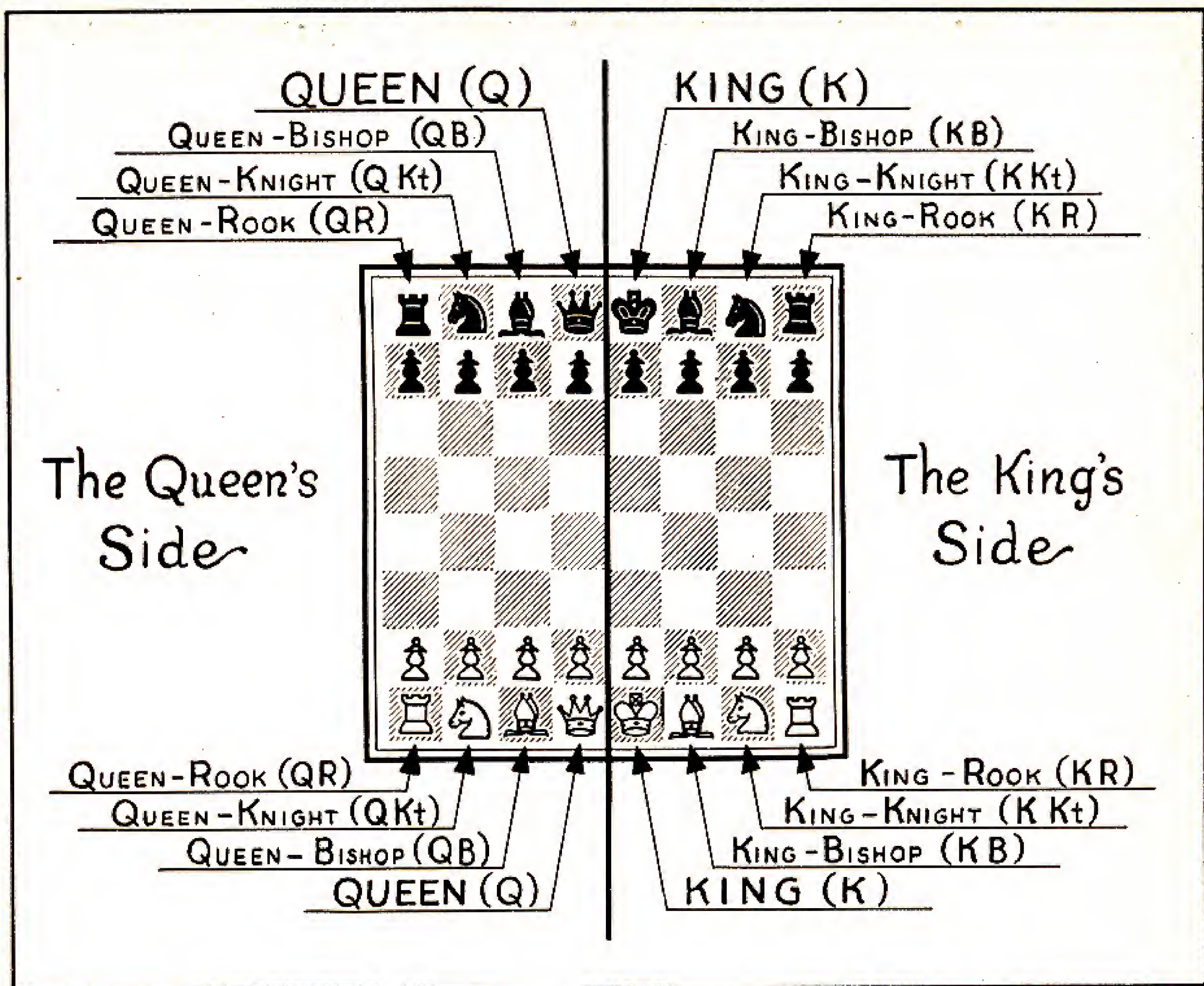
The reason may be that it gratifies the natural instinct for a good fight, as well as the satisfaction realized in conducting a battle where the forces are even, where everything is open and aboveboard, and victory is achieved by the consistent carrying out of one's own plans.

Another reason may be that chess is a game in which free rein is given to the imagination, and daredevil tactics can upset the careful, methodical plodding of the super-cautious opponent.

Or it may be that people like the way beautiful and artistic ideas are pictured on the chessboard in the games of the great players.

But whether chess is a battle, a science, or an art, it has the power "like love, like music, to make men happy."

The game we present this month will give the learner an inkling of the fascinating quality of chess. The moves of the different types of chessmen, and how they capture, have been explained and illustrated in the first two parts of the series. Last month, the object of the game was outlined and the meaning of "checkmate" defined. Before proceeding with more rules, we present a short "movie of a chess game" so that the learner may observe the chessmen in action and see what an actual game of chess looks like.



How the Chessmen and Squares are Named

Throughout the remainder of this course, reference will constantly be made to the chessmen which appear in the diagrams and pictures accompanying the text. In order that we may be able to refer to individual pieces and describe their moves to certain squares on the board, a simple means of identification becomes necessary. The method by which pieces and squares are "named" is explained below and on the following page.

Each player has two Rooks, two Knights and two Bishops. These pieces are classified as shown in the above diagram. Here the chessboard is divided into two sections by the heavy line drawn down the middle of the board. The pieces standing to the left of the Queen (on what is known as the "Queen's side" of the board) are called the Queen-Bishop, Queen-Knight and Queen-Rook. The corresponding pieces on the "King's side" are called the King-Bishop, King-Knight and King-Rook.

If these pieces move to other squares, they are still referred to by their original names, so long as this means of identification remains clear. However, if a piece has made several moves, possible confusion is avoided by specifying the square on which the piece stands. (The method of naming squares is described on the next page.)

As explained on the next page, each vertical row of squares (up and down the board) is known as a

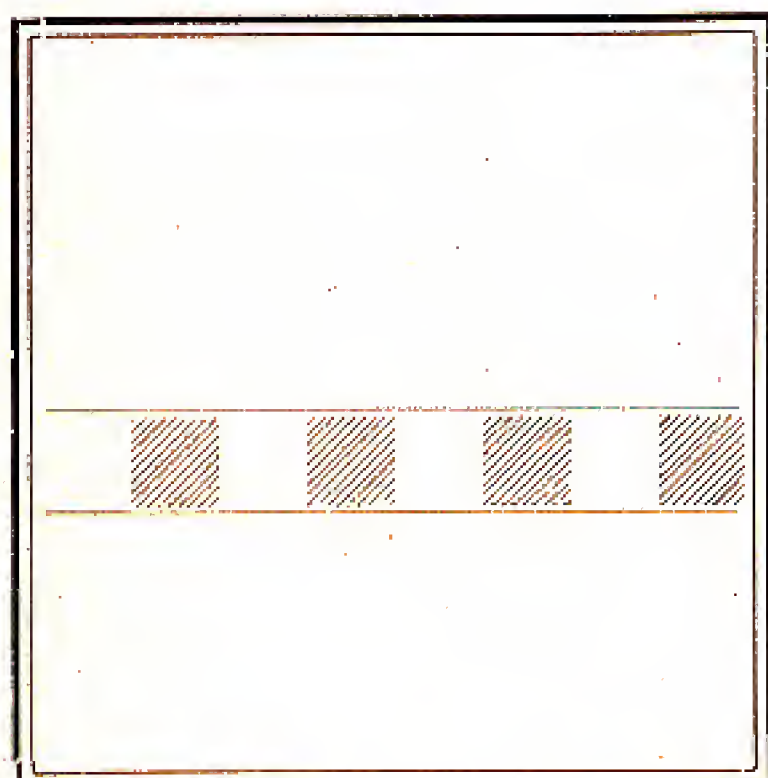
"file" and the Pawns are named after the files on which they stand. From left to right in the above diagram, the Pawns (White or Black) are called the Queen-Rook's Pawn, Queen-Knight's Pawn, Queen-Bishop's Pawn, Queen's Pawn, King's Pawn, King-Bishop's Pawn, King-Knight's Pawn and King-Rook's Pawn.

If a Pawn captures and thereby moves to an adjoining file, it takes the name of the file to which it has moved. For instance, if the Queen-Rook's Pawn captures an enemy man on the Queen-Knight's file, it is then referred to as a Queen-Knight's Pawn.

It should be noted that these methods of identifying the chessmen are only used when the simple terms Bishop, Knight, Rook or Pawn would be ambiguous. For instance, if either one of two Rooks can move to a certain square, the intended Rook is identified as the Queen-Rook or King-Rook (or by naming the square on which the Rook stands). However, if only one Rook can move to the square specified, the simple term "Rook" is sufficient.

When describing the moves of a chess game, it is customary to use initials instead of the full names of the pieces. Thus, K stands for King, Q for Queen, B for Bishop, Kt for Knight, R for Rook, and P for Pawn. The initials used for Queen-Rook, King-Rook, etc. are given in the above diagram. In the same way, Queen-Rook's Pawn is represented by QRP, Queen-Knight's Pawn by QKtP, and so on.

Ranks, Files and Squares



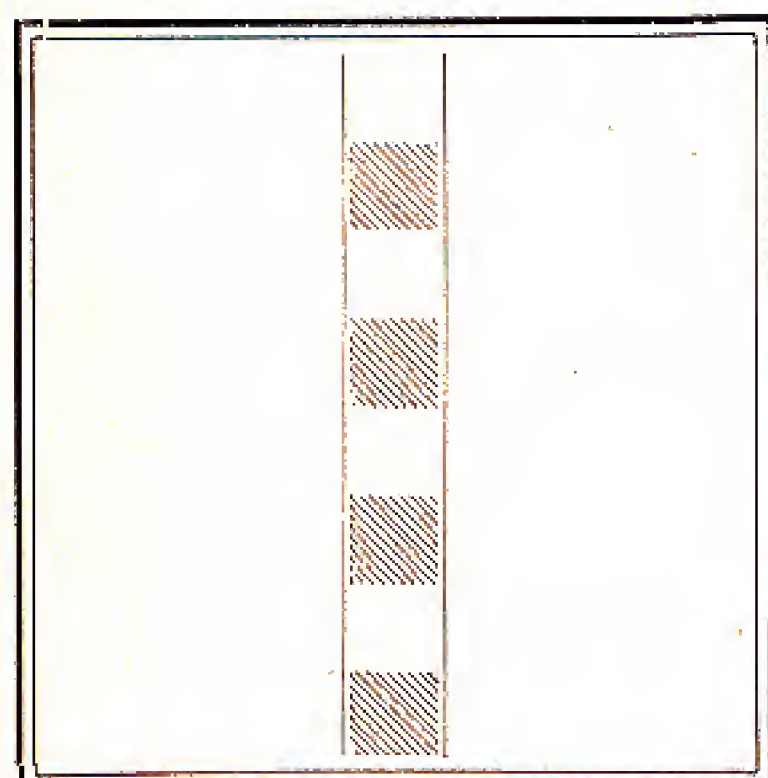
1 This is a **RANK**. Each row of squares running across the board (East and West) is called a **RANK**.

| | |
|---|--------------------|
| 8 | White's 8th Rank |
| 7 | |
| 6 | |
| 5 | |
| 4 | |
| 3 | |
| 2 | |
| 1 | White's First Rank |

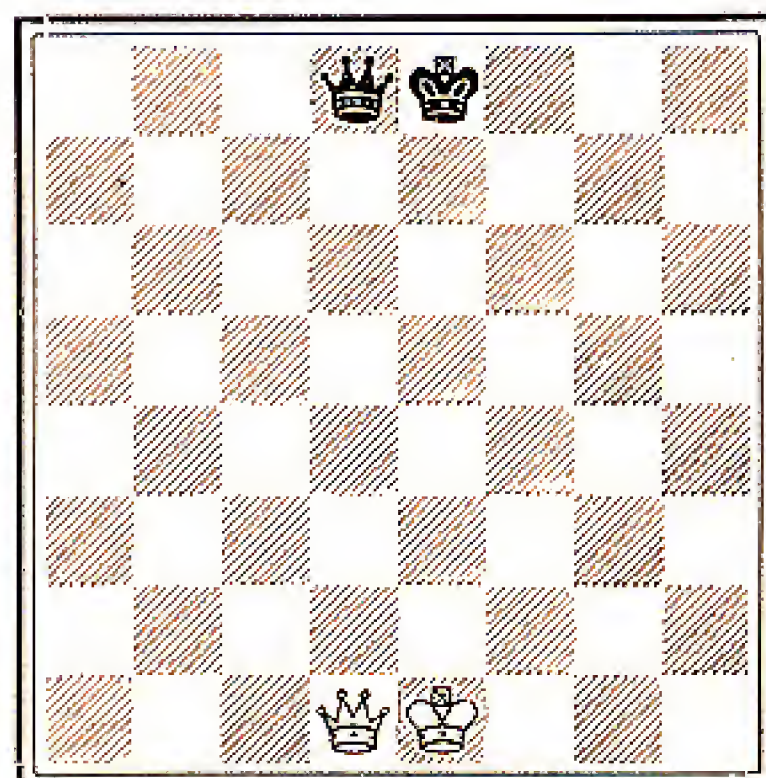
2 The ranks are numbered from 1 to 8. White calls the rank immediately in front of him his first rank and counts up the board.

| | |
|---|--------------------|
| 1 | Black's First Rank |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | Black's 8th Rank |

3 Black counts the ranks from 1 to 8 in the same way but starts the count from his own side of the board.



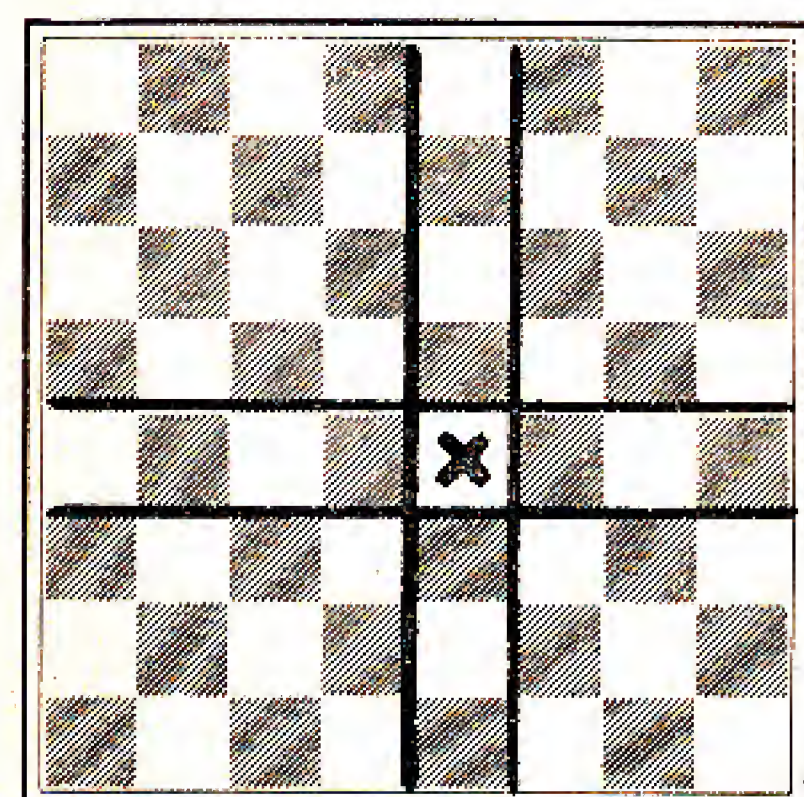
4 This is a **FILE**. Each row of squares up and down the board (North and South) is called a **FILE**.



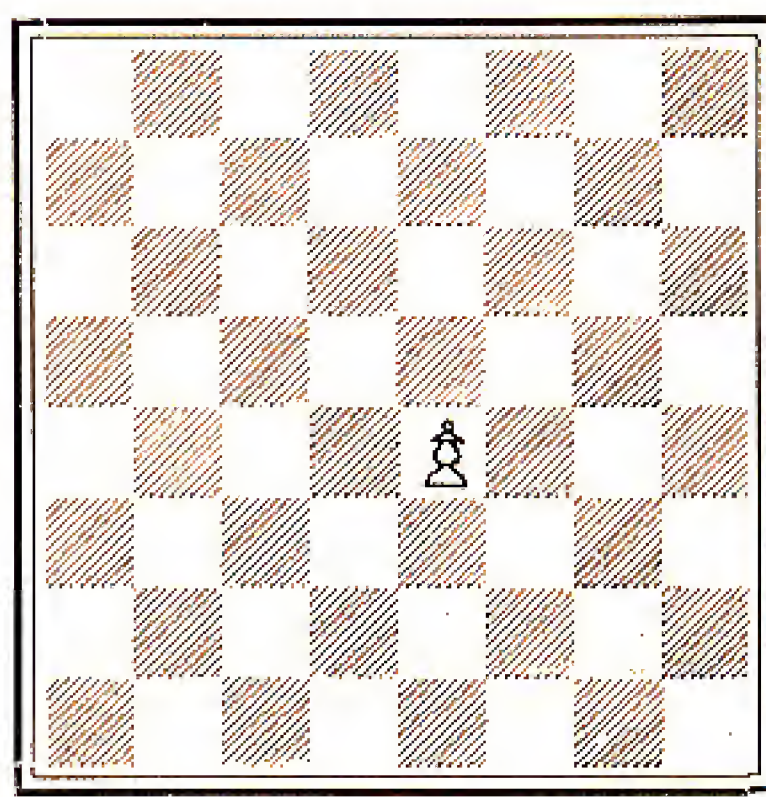
5 The file on which the opposing Kings stand at the start of the game is called the **King's File**. The white and black Queens are on the **Queen's File**.

| |
|---------------------|
| Queen-Rook's File |
| Queen-Knight's File |
| Queen-Bishop's File |
| Queen's File |
| King's File |
| King-Bishop's File |
| King-Knight's File |
| King-Rook's File |

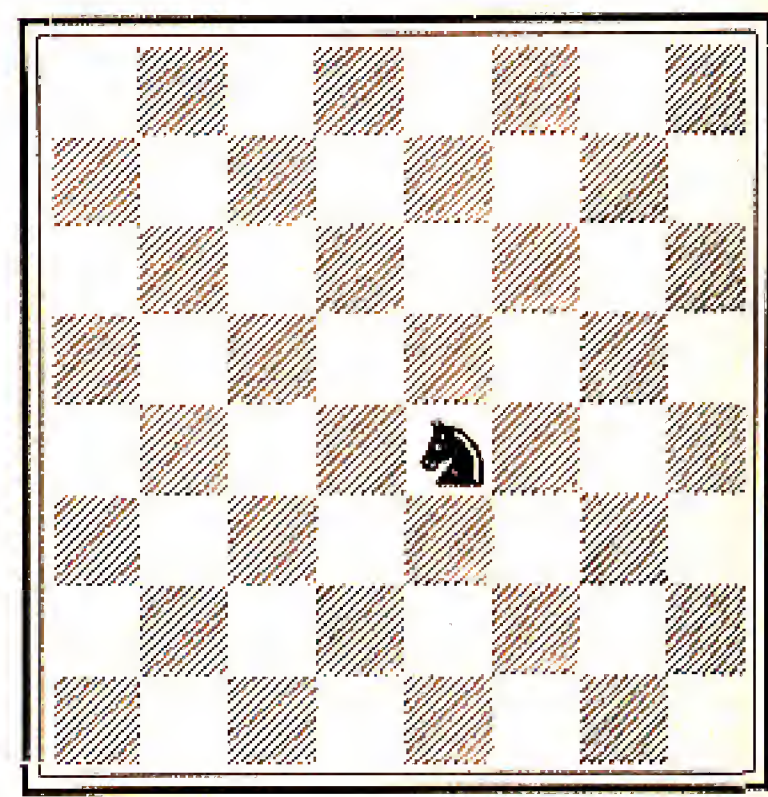
6 In a similar way, all 8 files are named after the pieces at the top and bottom of the files at the start of the game. Compare with diagram on previous page.



7 An individual square is identified by combining the name of its file and the number of its rank.



8 Thus, the Pawn stands on the square called White's "King 4" i.e., on the King's file and on White's 4th rank.



9 This Knight stands on Black's "King 5" — on the King's file and Black's 5th rank. It is the same square as in Diagram 8, but named from Black's point of view.

Let's Play a Game of Chess

We still have a few more rules to learn, but first let us see what a real game of chess looks like.

On this and the following pages, we present a short "movie" of a chess game! Each and every move, from the opening to the final checkmate, is pictured in this series of photographs. Look for the arrow on each picture; it shows how the piece moves.

You do not need a set of chessmen to follow this game as the pictures and comments tell the whole story. However, it will do no harm to play over the game on your chessboard or pocket set. In this way you will get some practice in moving the pieces.

The game presented here was actually played many years ago in a chess tournament. In these events, the players always write down their moves on a "score-sheet". Written records of the games are thus preserved and important games are published in newspapers, magazines and books.

To enable players to write their moves quickly and to permit the publication of games in compact form, a simple "code" of symbols and abbreviations has been developed. Under the comment on each move in the following game, we briefly explain how chess-players would describe the move and how it would be written in what is known as "descriptive chess notation."

White's First Move

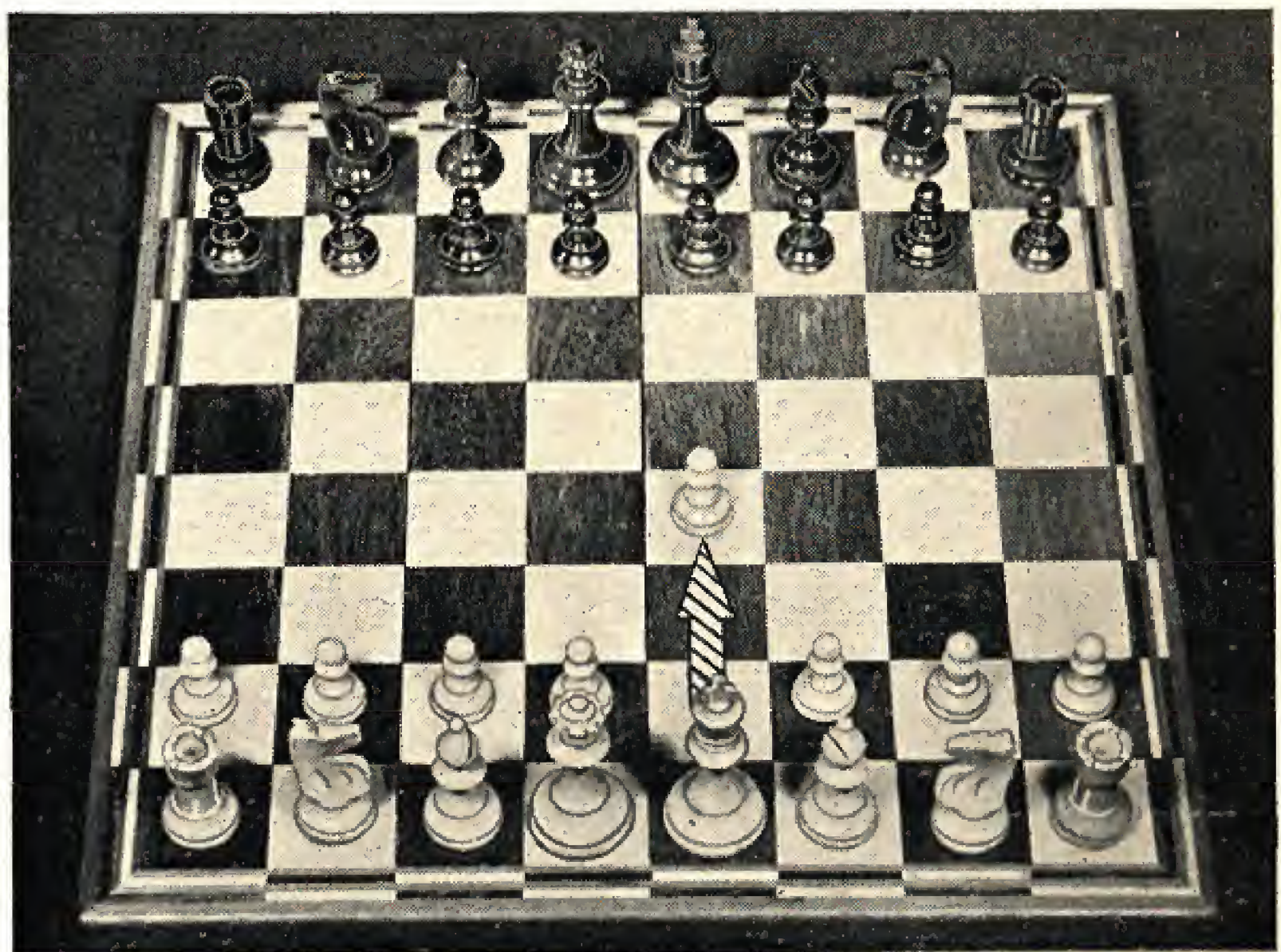
White starts the game by moving his King's Pawn two squares forward. Note that his Queen and one of his Bishops can now get into action.

In the language of chess, this move is described as "Pawn to King 4"—meaning that the Pawn has moved to the 4th square in front of the King (counting the square on which the King stands as No. 1.)

To write down the move, initials are used for Pawn (P) and King (K) so that it appears as follows:

| Move No. | White | Black |
|----------|-------|-------|
| 1 | P—K4 | |

The dash between P and K4 means "to" or "moves to".



Black's First Move

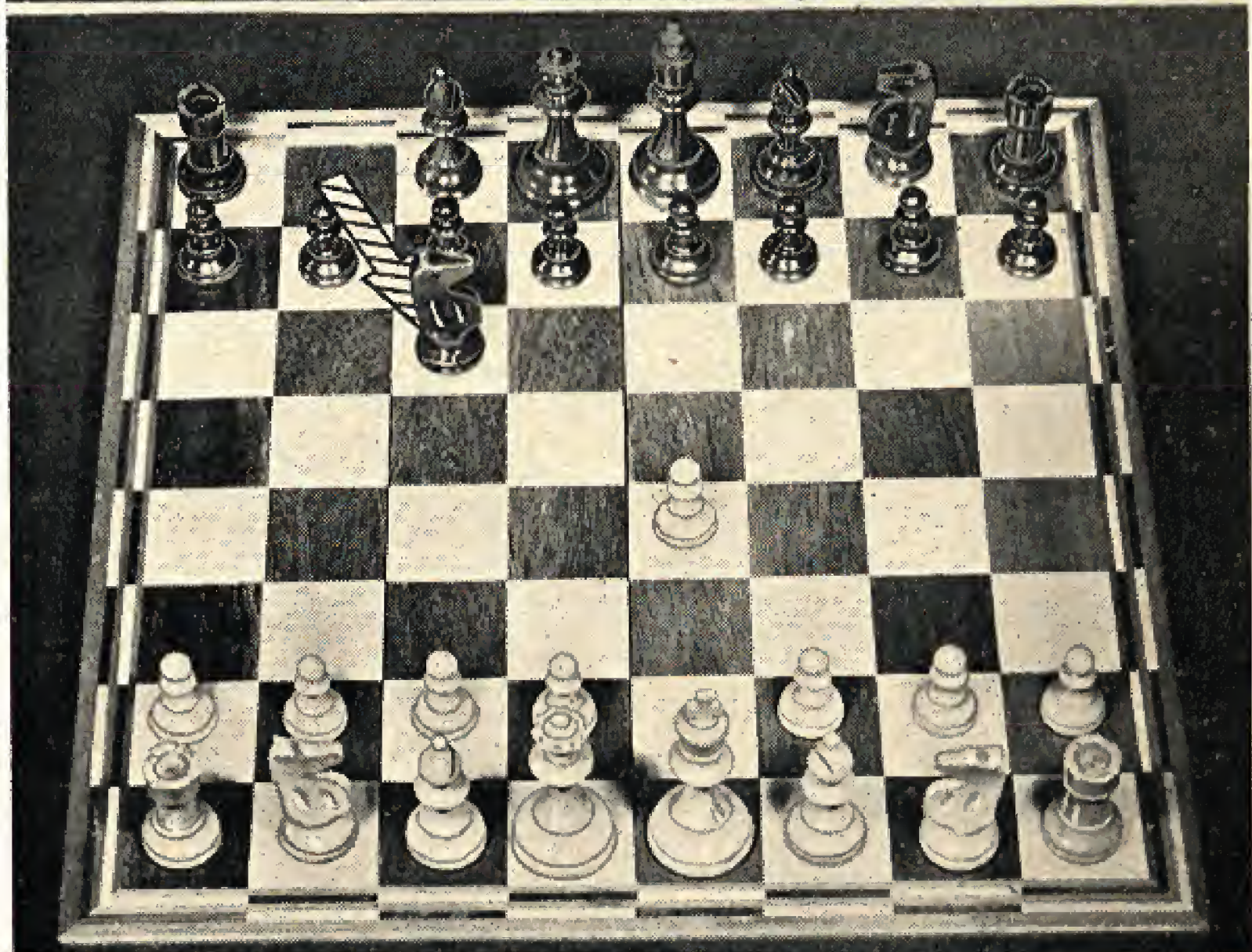
Black begins by bringing out his Queen-Knight which leaps over the Pawns and is ready for further action.

Black's move is called "Knight to Queen-Bishop 3." In other words, the Knight has moved to the 3rd square in front of Black's Queen-Bishop (counting the square on which the Bishop stands as No. 1).

Using abbreviations (Kt for Knight and QB3 for Queen-Bishop 3) the move is written:

| | |
|-----------|--------|
| White | Black |
| 1 | Kt—QB3 |

The dots after the move number indicate that White's move has already been recorded.



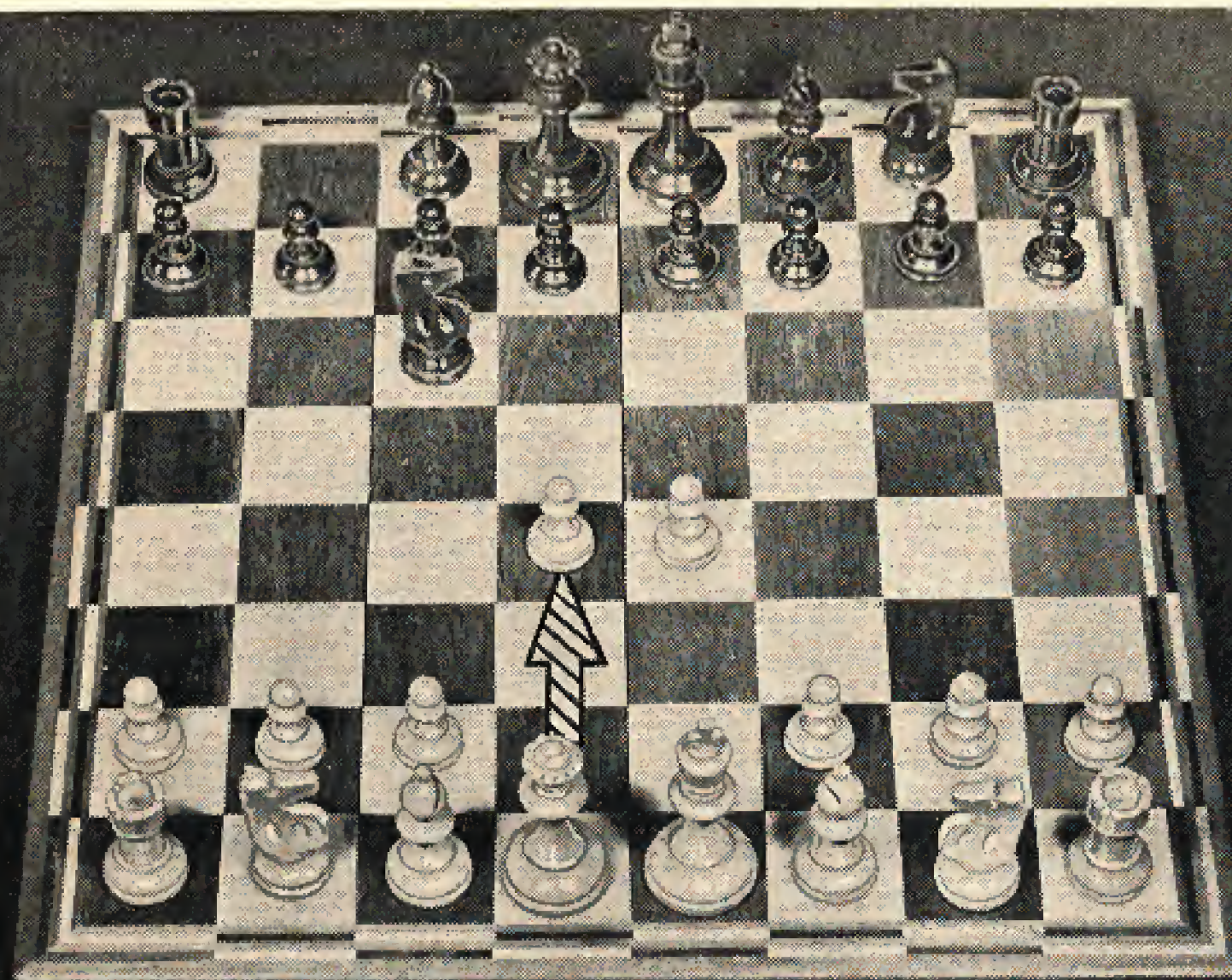
White's Second Move

White advances his Queen's Pawn two squares, giving his Queen still more scope and unblocking his other Bishop. Both Bishops are now free to move.

White's move is "Pawn to Queen 4." The Pawn moves to the 4th square in front of the Queen. (The Queen's square is Queen 1.) Using initials, the move is written:

2 P—Q4

When recording a White move, the number of the square is obtained by starting the count from White's first rank (the bottom row in the pictures). When recording a Black move, the count starts from Black's first rank (the top of the board).



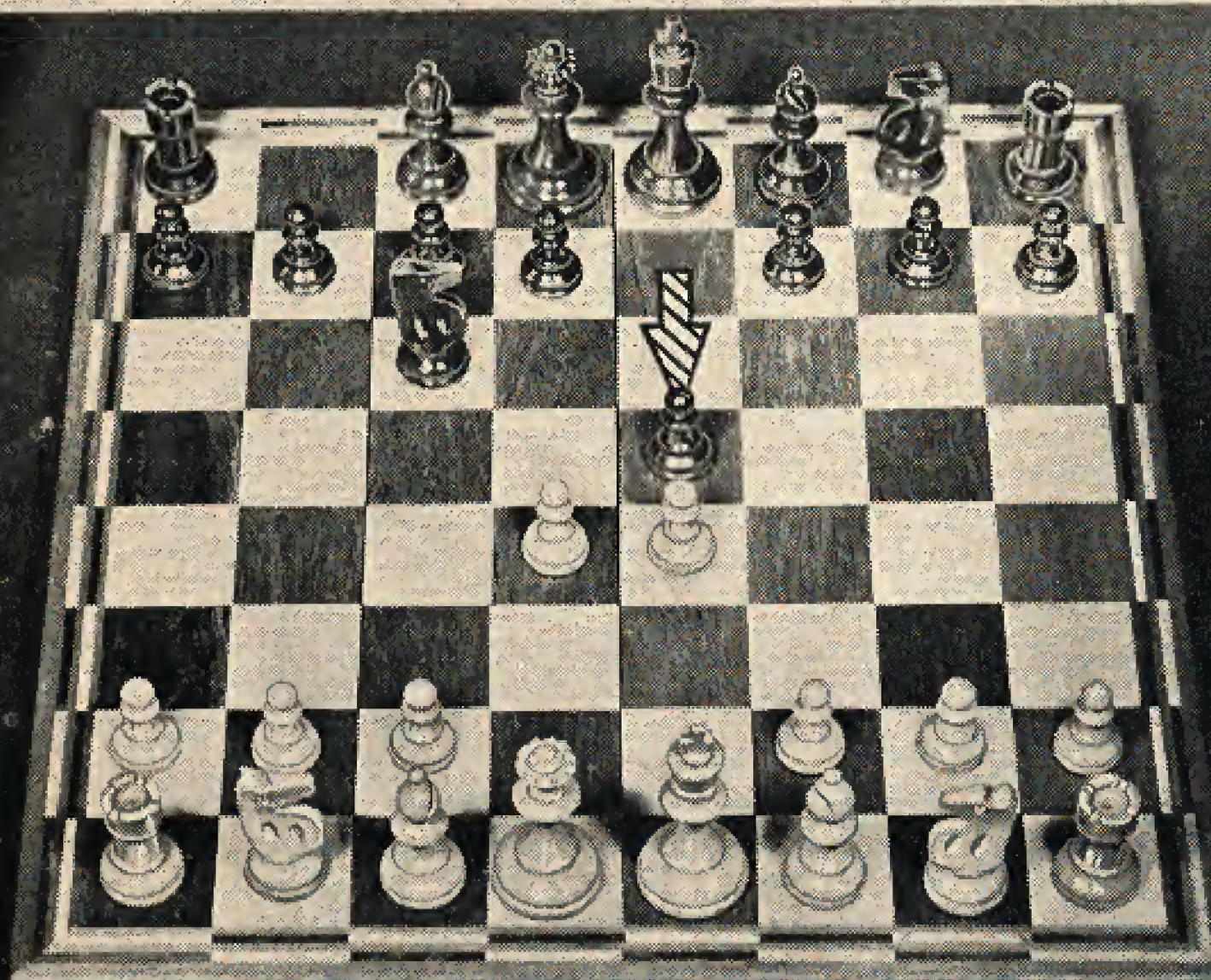
Black's Second Move

Black moves his King's Pawn two squares. Black is now attacking the White Queen's Pawn with both Knight and Pawn. White must decide what to do about this.

This move is: "Pawn to King 4" and is written:

2 P—K4

The Pawn moves to the 4th square in front of the King. A more accurate way of expressing this is to say that the Pawn moves to the 4th square on the King's file. The vertical rows of squares (up and down the board) are called "files" and are named after the pieces at the top and bottom of each file in the starting line-up. (The opposing Kings are at the top and bottom of the King's file; the two Queens are at the top and bottom of the Queen's file, etc.)



White's Third Move

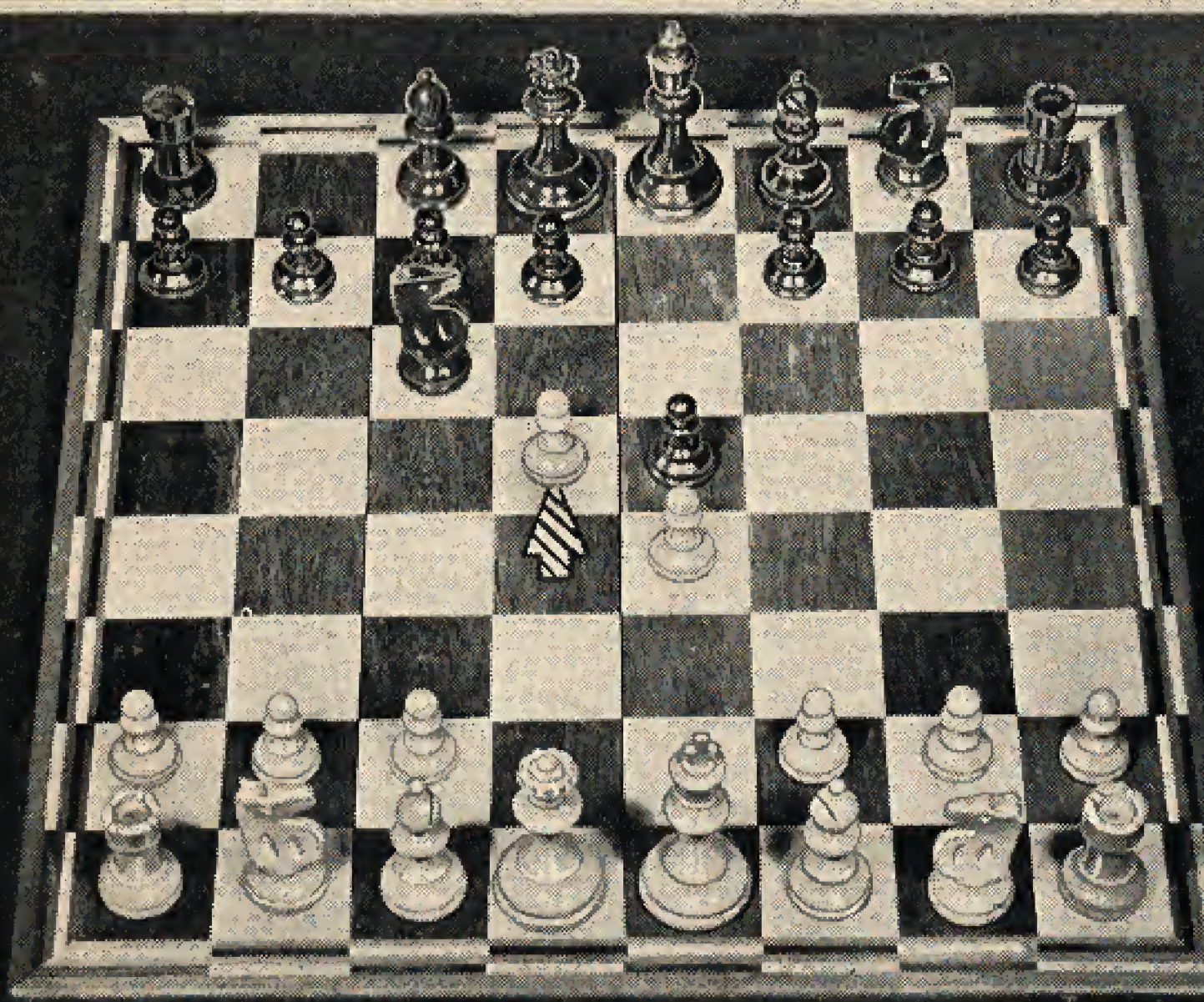
White advances his Queen's Pawn one square forward. Now the White Pawn attacks and threatens to capture the Black Knight.

Note that White had various choices on this move — which is typical of chess. He could have captured Black's Pawn with his own Pawn—or permitted Black to capture. Instead he decided to move the threatened Pawn.

White's move is called "Pawn to Queen 5" and is written:

3 P—Q5

Square Q5 (Queen 5) is the fifth on the Queen's file, counting from the bottom of the board.



Black's Third Move

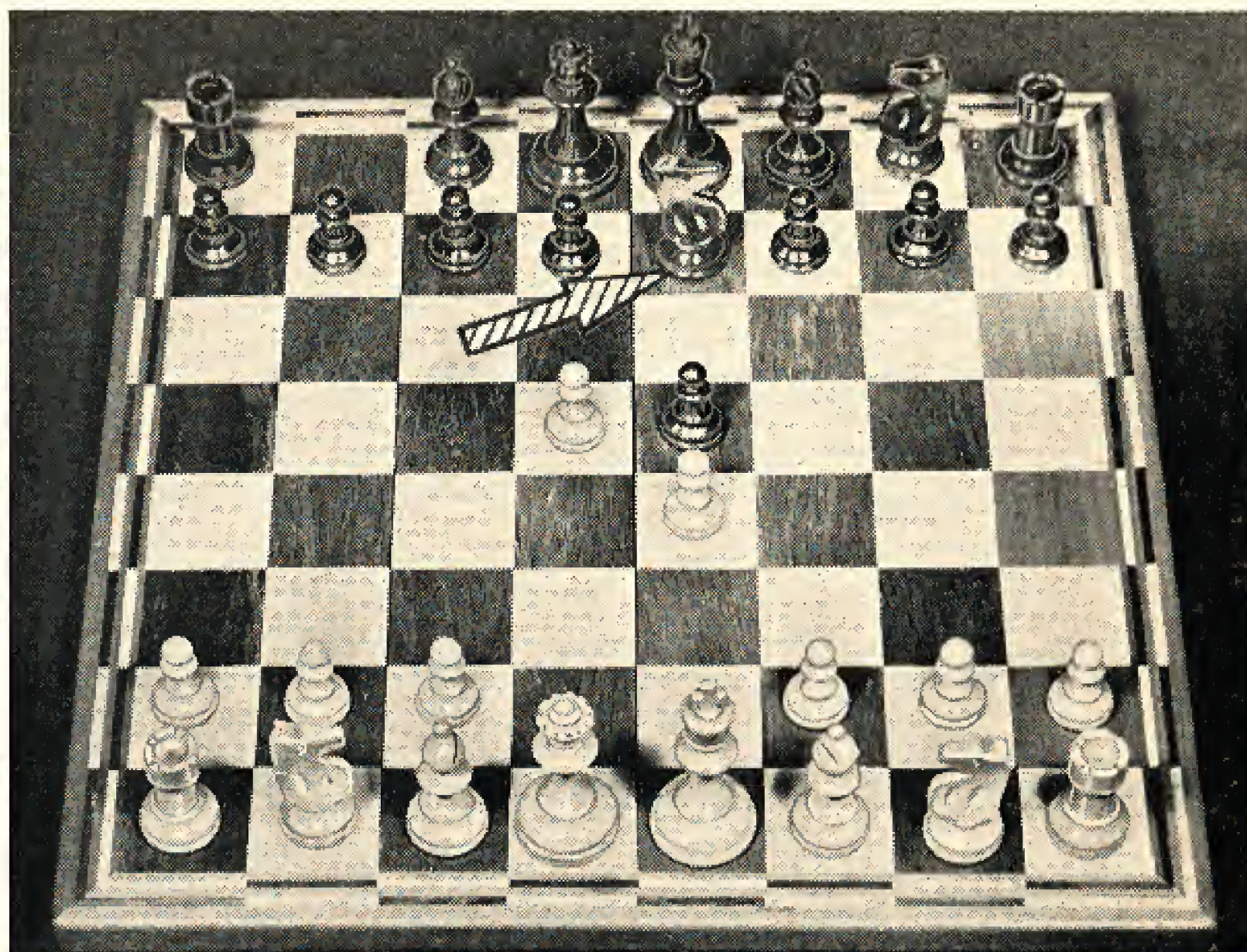
Black does not want to lose his Knight — so he moves it away.

A Knight is much more valuable than a Pawn. If Black had not moved his Knight, White would have captured it; and although Black could then take the capturing Pawn, the exchange would be all in White's favor.

Black's move is "Queen-Knight to King 2". In abbreviated form, this is written:

3 QKt—K2

As either of Black's Knights could have moved to square K2 (the 2nd square on the King's file) it is necessary to specify that the Queen-Knight (QKt) was moved.



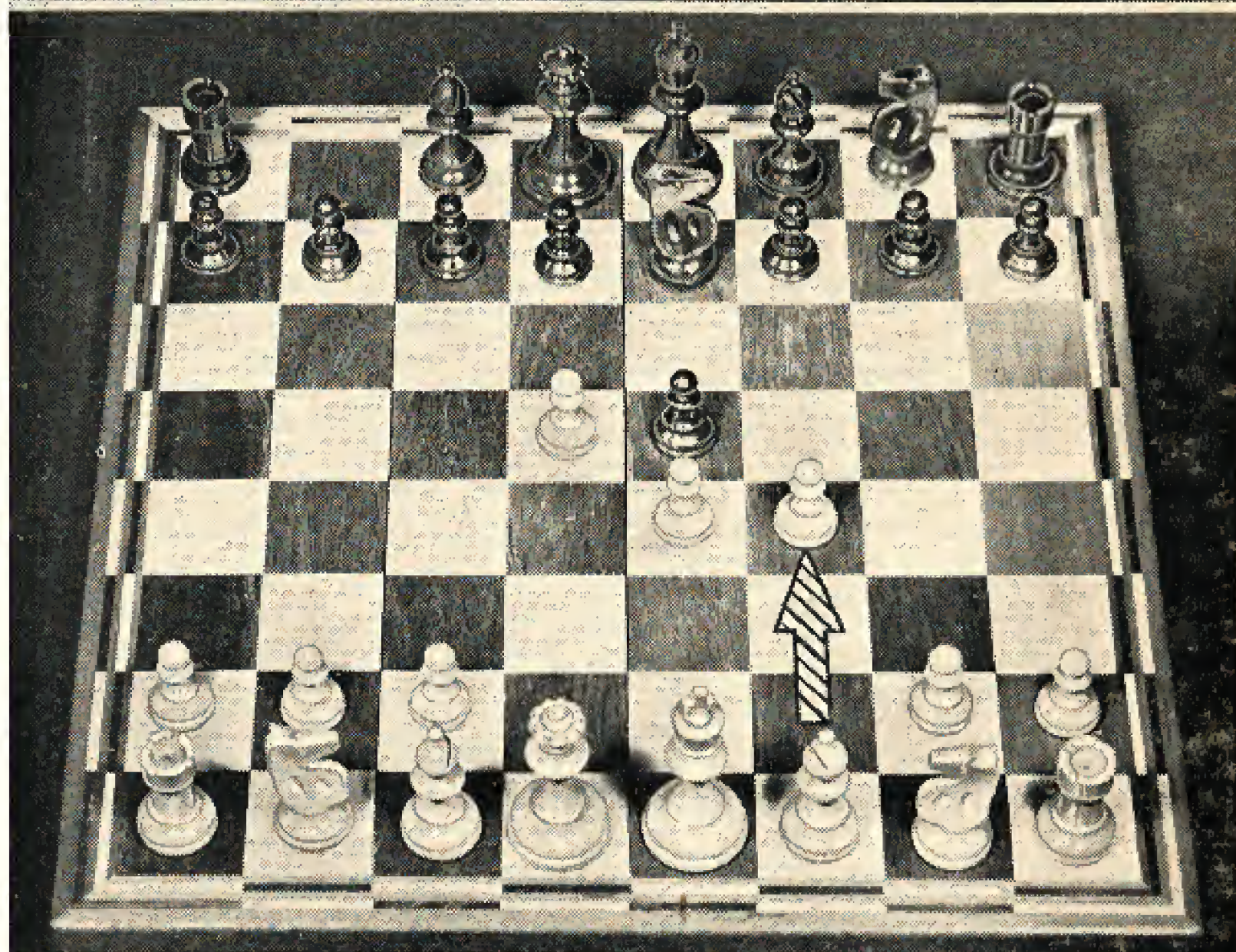
White's Fourth Move

White moves his King-Bishop's Pawn two squares forward. This Pawn now attacks the advanced Black Pawn.

(Each Pawn bears the name of the file on which it stands. The Pawn moved by White is called the King-Bishop's Pawn because it stands on the King-Bishop's file — the vertical row of squares between the White King-Bishop and the Black King-Bishop in the starting line-up.)

The move is described as "Pawn to King-Bishop 4" or Pawn to the 4th square on the King-Bishop's file and is written:

4 P—KB4



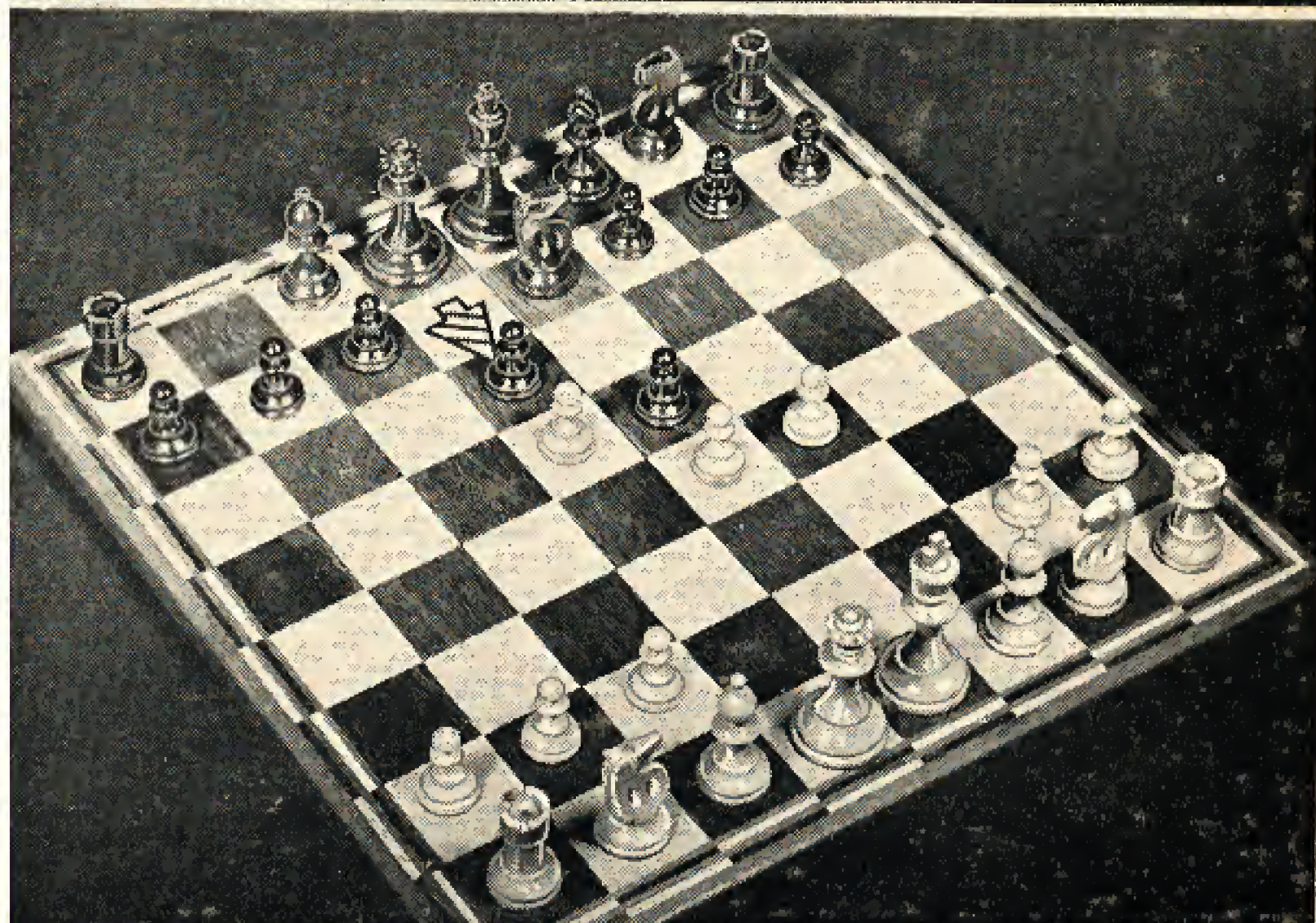
Black's Fourth Move

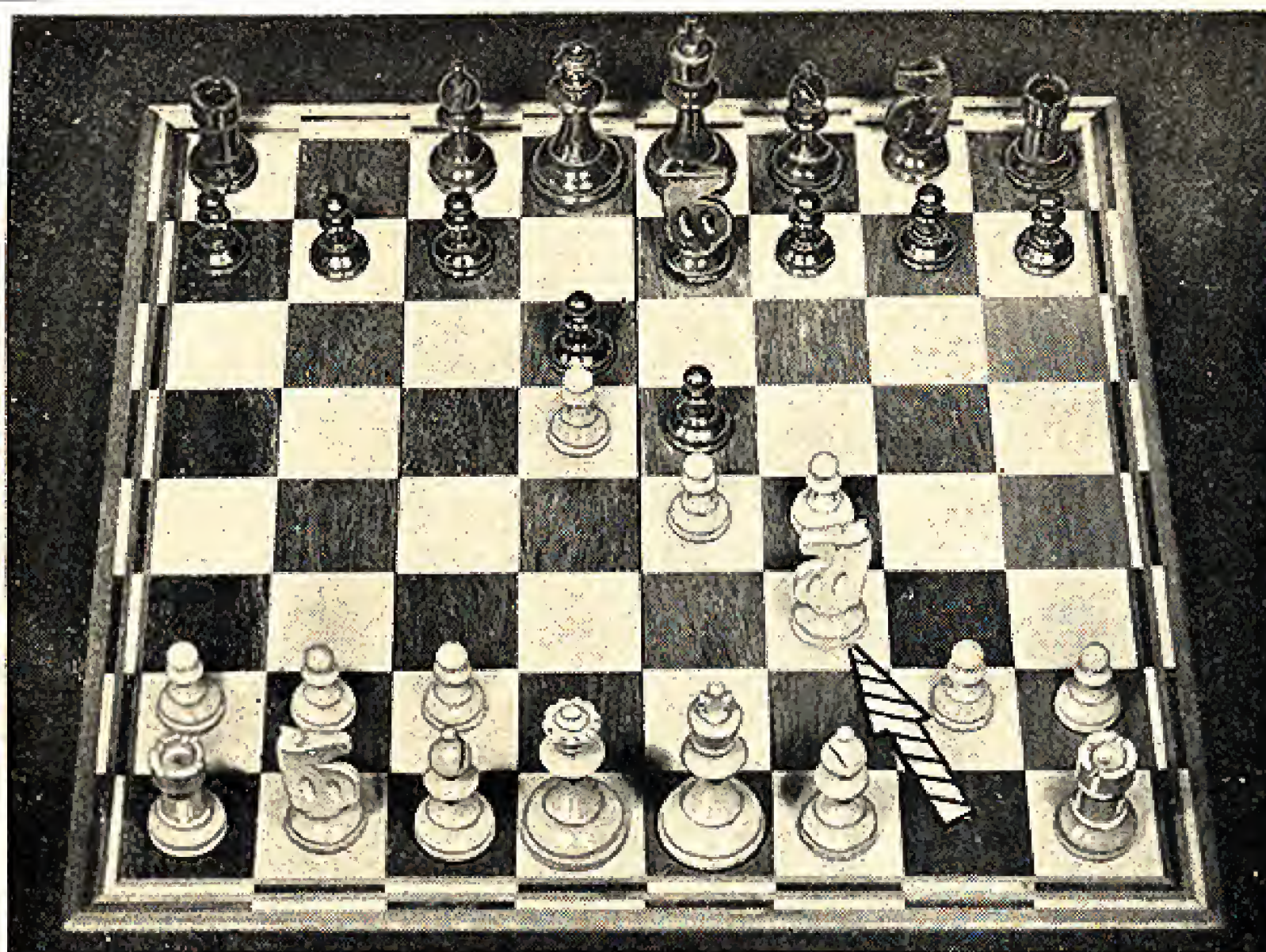
Black moves his Queen's Pawn one square. In this way he defends his King's Pawn, attacked by White. If White captures the King's Pawn, the Pawn just moved can capture in return.

Black's 4th move is "Pawn to Queen 3" or Pawn to the 3rd square on the Queen's file, counting from the top of the board (the Black side).

Here is the "score" of the game up to this point:

| White | Black |
|---------|--------|
| 1 P—K4 | Kt—QB3 |
| 2 P—Q4 | P—K4 |
| 3 P—Q5 | QKt—K2 |
| 4 P—KB4 | P—Q3 |





White's Fifth Move

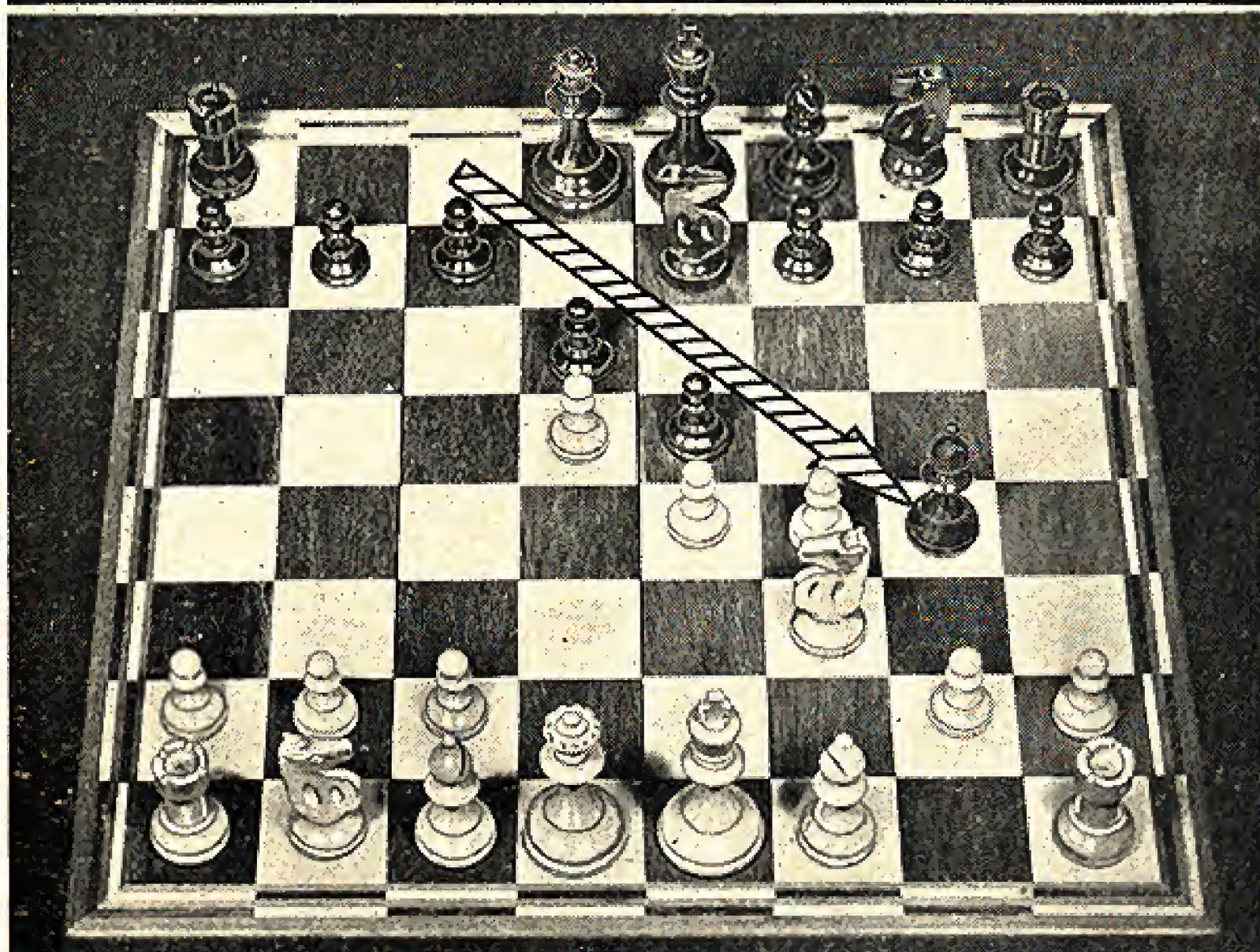
White brings his King-Knight into play. In its new position, the Knight attacks the Black King's Pawn, already threatened by the White King-Bishop's Pawn.

The Black Pawn is attacked twice, defended once. White thus threatens to win a Pawn.

White's 5th move is called "Knight to King-Bishop 3" or Knight to the 3rd square on the King-Bishop's file and is written:

5 Kt—KB3

The names of the files are permanent. For instance, the King-Bishop's file is always called the King-Bishop's file, no matter where the Bishops may move later in the game.



Black's Fifth Move

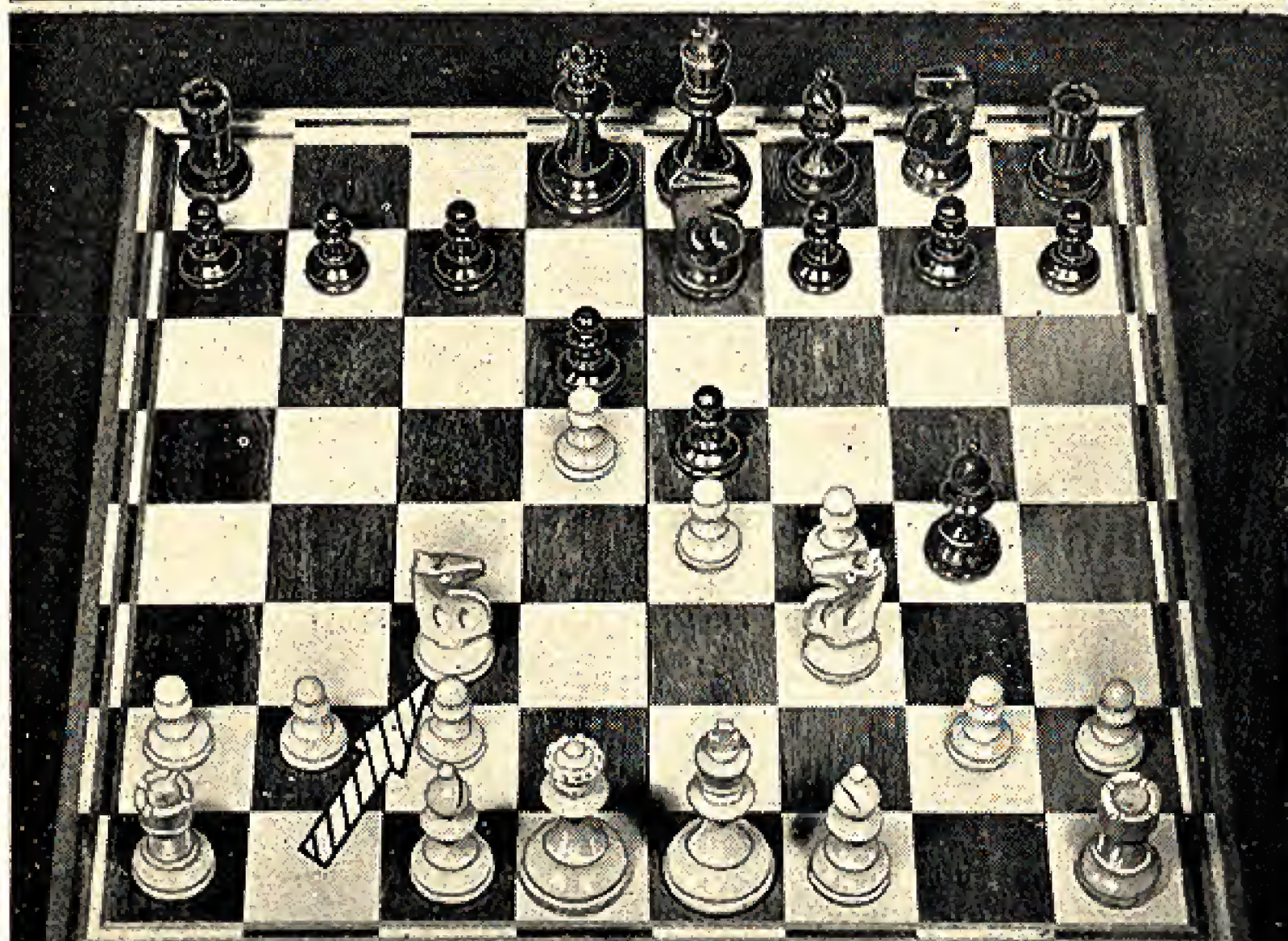
Black moves his Bishop and "pins" the White Knight. If the Knight were to move, the Bishop could capture White's all-powerful Queen.

Black thus defends his threatened King's Pawn indirectly by making it unprofitable for White to capture with his Knight. Black would gladly give up his Pawn and Bishop to gain the White Queen.

Black's move is written:

5 B—Kt5

Unnecessary details are always omitted. Black can move only one of his Bishops and there is only one Kt5 square to which this Bishop can move—the 5th square on the King-Knight's file. Hence, "Bishop to Knight 5" is sufficient.



White's Sixth Move

White "develops" his other Knight — which means that he brings it into play.

White makes no specific or immediate threat with this move. He is mobilizing his forces.

The move is called "Knight to Bishop 3" and is written:

6 Kt—B3

Again observe the omission of unnecessary details. The 3rd square on the King-Bishop's file (KB3) is already occupied and "B3" is therefore sufficient to identify the square on the Queen-Bishop file to which the Knight is moved. As only one Knight can move to this square, Kt—B3 is adequate.

Black's Sixth Move

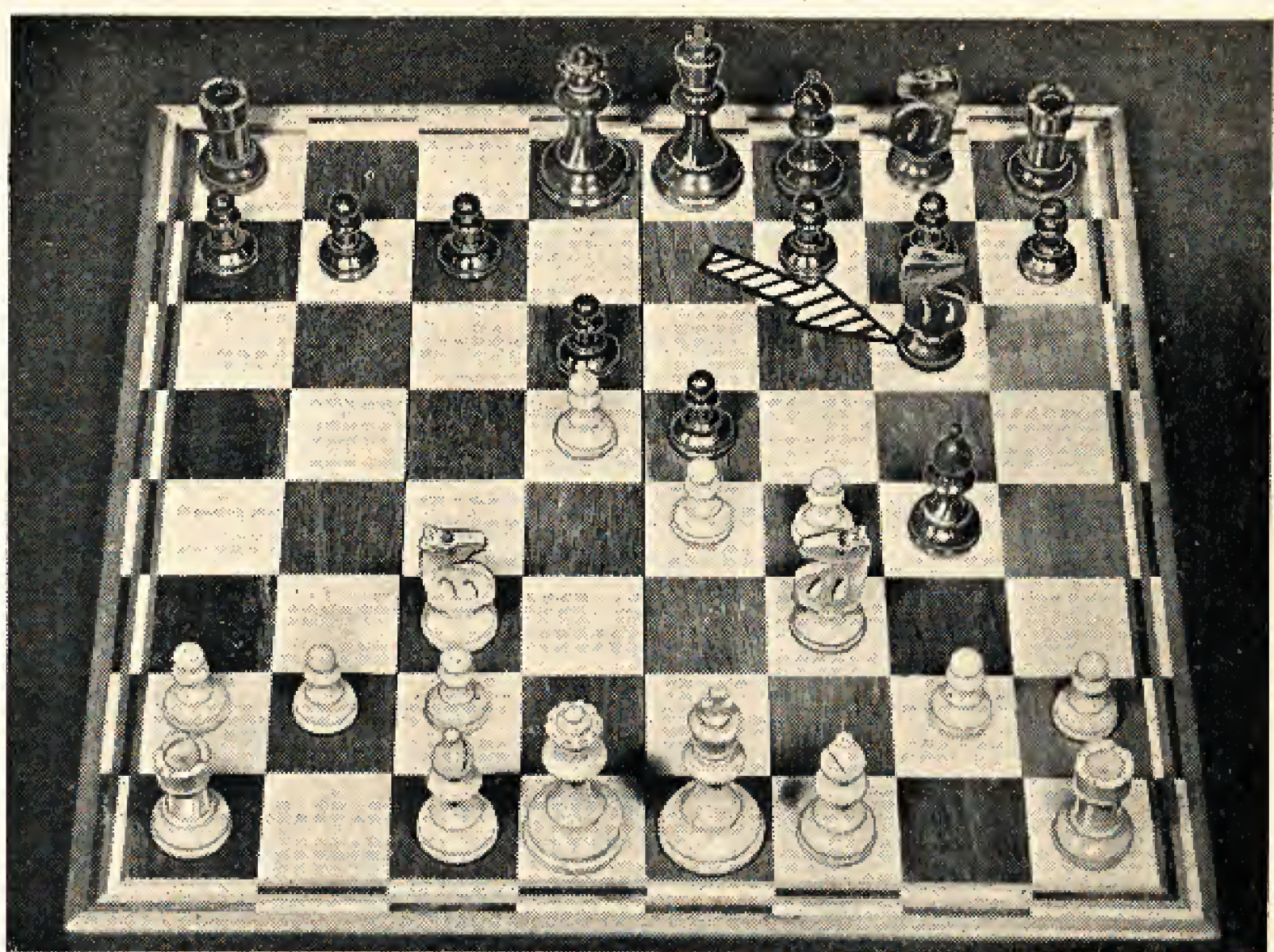
Black moves his Knight and attacks the White King-Bishop's Pawn.

The White Pawn is now attacked twice as Black is also threatening to capture it with his King's Pawn.

Black's 6th move is called "Knight to Knight 3" and is written:

6 Kt—Kt3

Actually, it is the **Queen-Knight** which moves to the 3rd square on the **King-Knight's** file — but it is not necessary to give these specifications. The simple “Kt-Kt3” identifies the move without any possibility of confusion.



White's Seventh Move

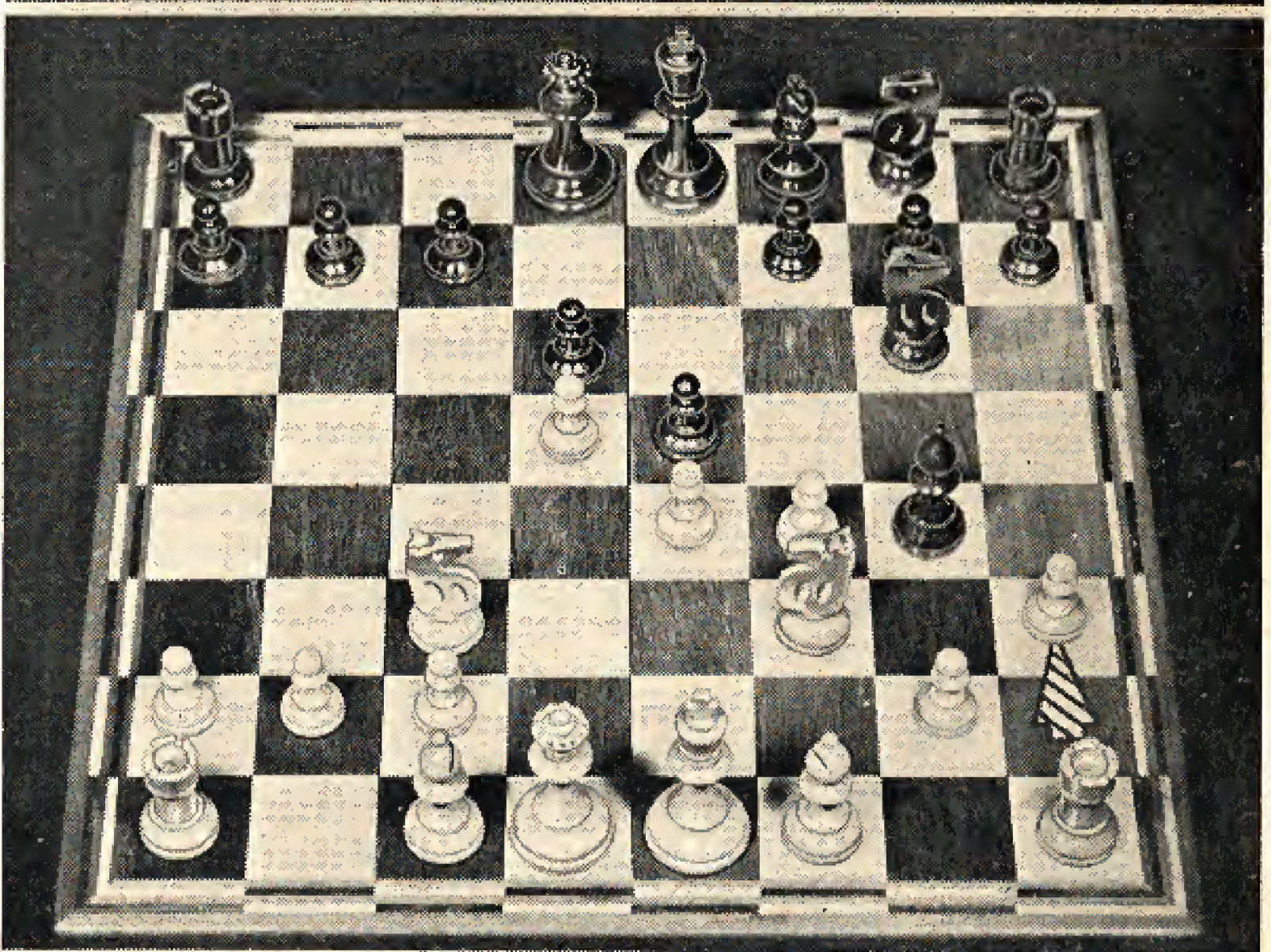
White counter-attacks and threatens to capture the Black Bishop by moving his King-Rook's Pawn one square forward.

As in war, the counter-attack is frequently used in chess. Instead of guarding his threatened Pawn, White makes a counter-threat which cannot be ignored without loss, a Bishop being more valuable than a Pawn.

White's 7th move is "Pawn to King-Rook 3." This is written:

7 P—KR3

Here the square must be clearly identified as **King-Rook 3 (KR3)**. To write "P—R3" would be ambiguous as White could play P—QR3 or P—KR3.



Black's Seventh Move

Black captures the Knight with his Bishop.

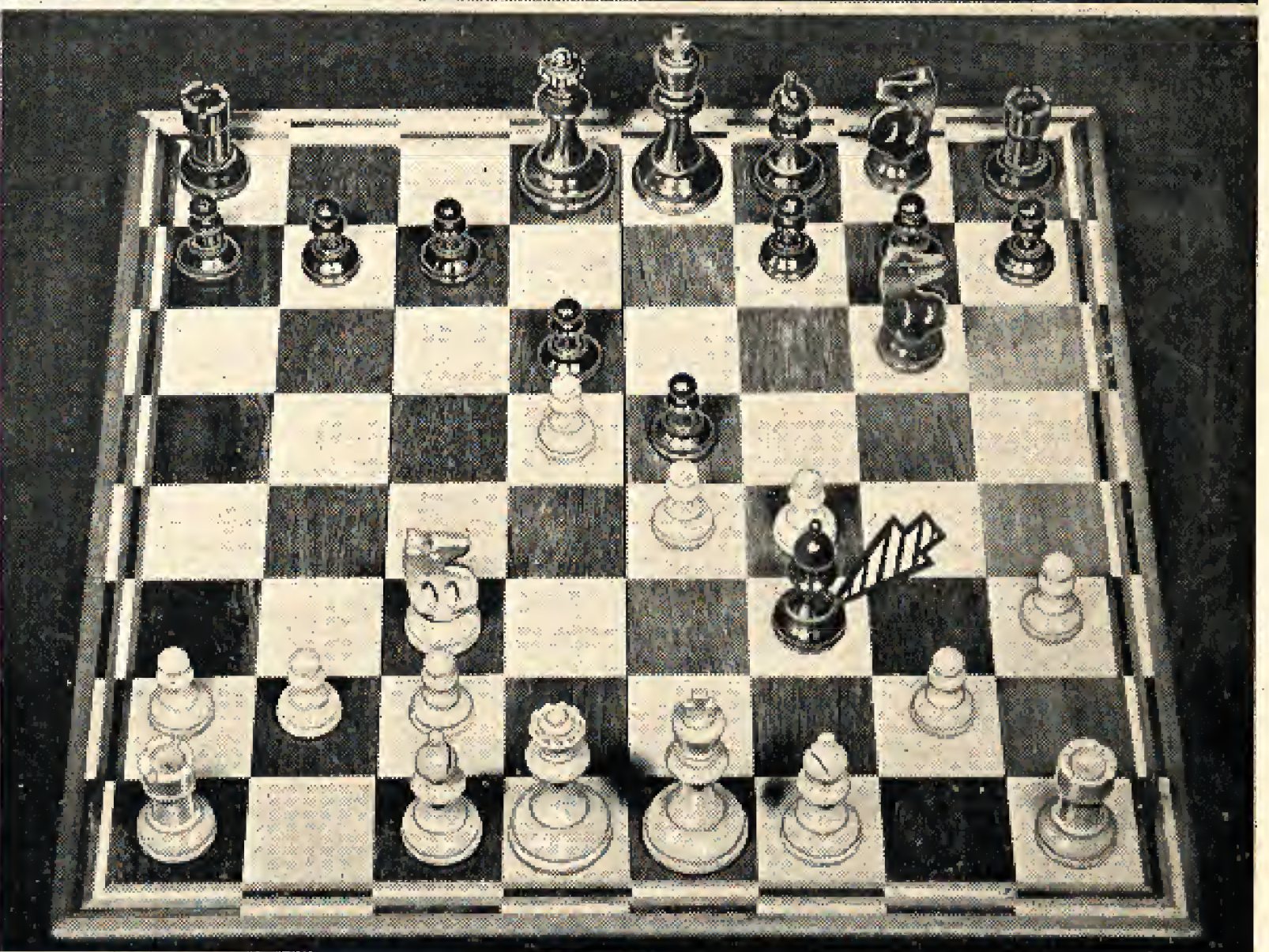
The White Knight is removed from the board and the Black Bishop occupies the square on which it stood.

Black now threatens to capture the White Queen on his next move.

Black's 7th move is described as "Bishop takes Knight" and is recorded as follows:

7 B x Kt

The symbol "x" stands for "takes" or "captures".



White's Eighth Move

White moves his Bishop to a square on which it attacks the King. The White player calls out "check!"

Black must drop everything and get his King out of check.

A check is the most effective of all counter-attacks — one which must be answered. White can leave his Queen "on take" because he knows that Black is not allowed to capture it while his King is in check.

White's move is known as "Bishop to Knight 5 check." The Bishop goes to the 5th square on the Queen-Knight's file and checks the King. The move is written:

8 B—Kt5ch

The word check is abbreviated to "ch."

Black's Eighth Move

Black advances his Queen-Bishop's Pawn one square, interposing it between his King and the checking Bishop. His King is now out of check.

Black could not capture the checking Bishop but he could have moved his King to get out of check. However, he preferred the third method and interposed one of his Pawns.

Black's move is called "Pawn to Bishop 3" and is written:

8 P—B3

The Pawn is moved to the 3rd square on the Queen-Bishop's file. However, "Pawn to Bishop 3" clearly identifies the move because this could not mean "Pawn to King-Bishop 3" — an illegal move.

White's Ninth Move

White captures the Black Pawn with his Queen's Pawn!

Has White forgotten that his Queen is attacked by the Black Bishop?

White's move can be described as "Pawn takes Bishop's Pawn" or "Queen's Pawn takes Pawn." Using the latter, the move is written:

9 QP x P

Equally correct is 9 P x BP. However, the capture must be clearly identified. "Pawn takes Pawn" (9 P x P) would be insufficient as White has two possible Pawn captures on the board (the King-Bishop's Pawn can also capture a Pawn).

Black's Ninth Move

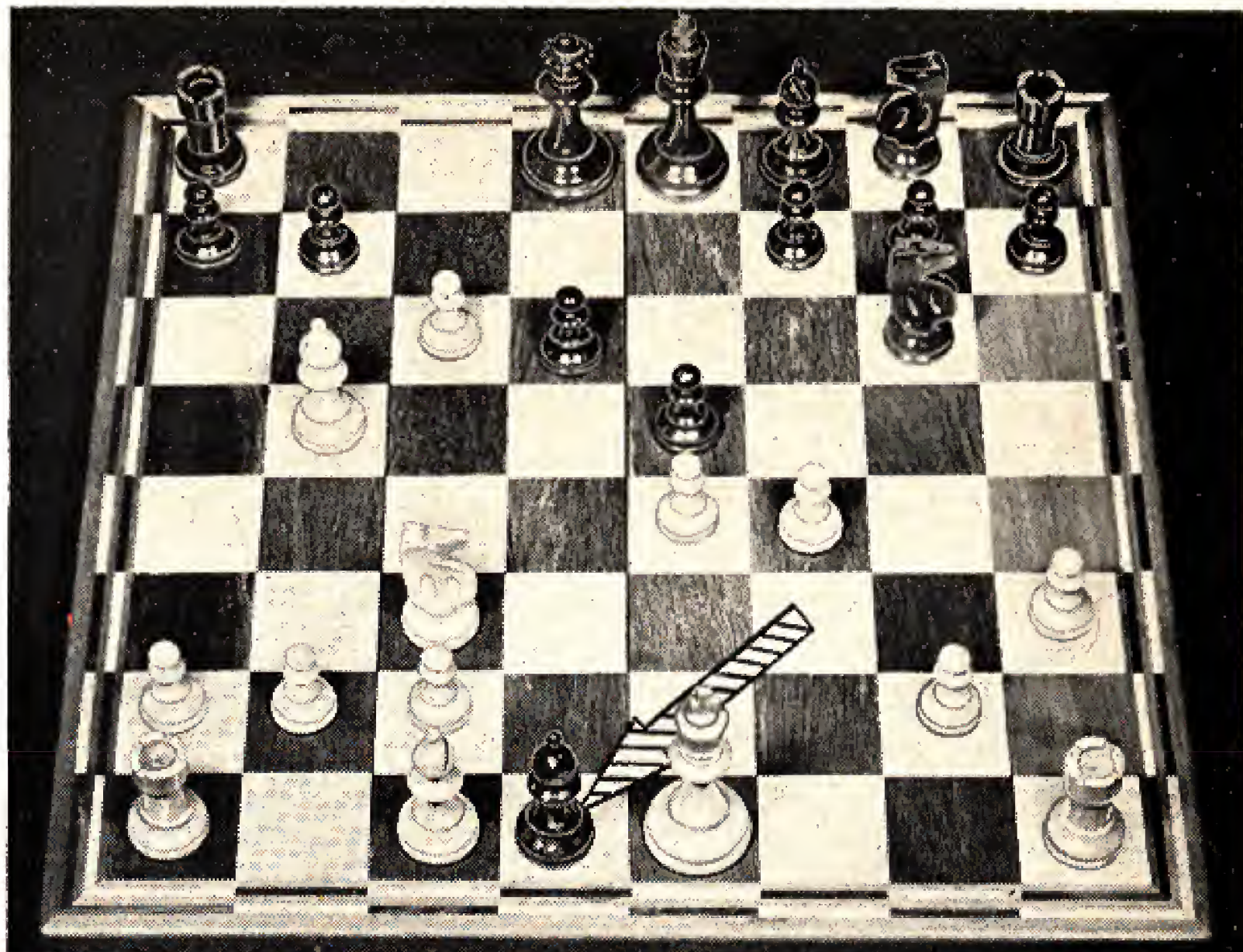
Black captures the powerful Queen with his Bishop.

The Queen is removed from the board and the Bishop takes its place.

This is an example of the interesting "combinations" which take place in a chess game. Actually, White has not overlooked this capture. He has planned ahead and knows that if Black takes the Queen, White will win the game.

Black's 9th move (a capture is also called a "move") is described as "Bishop takes Queen" and is written:

9 B x Q



White's Tenth Move

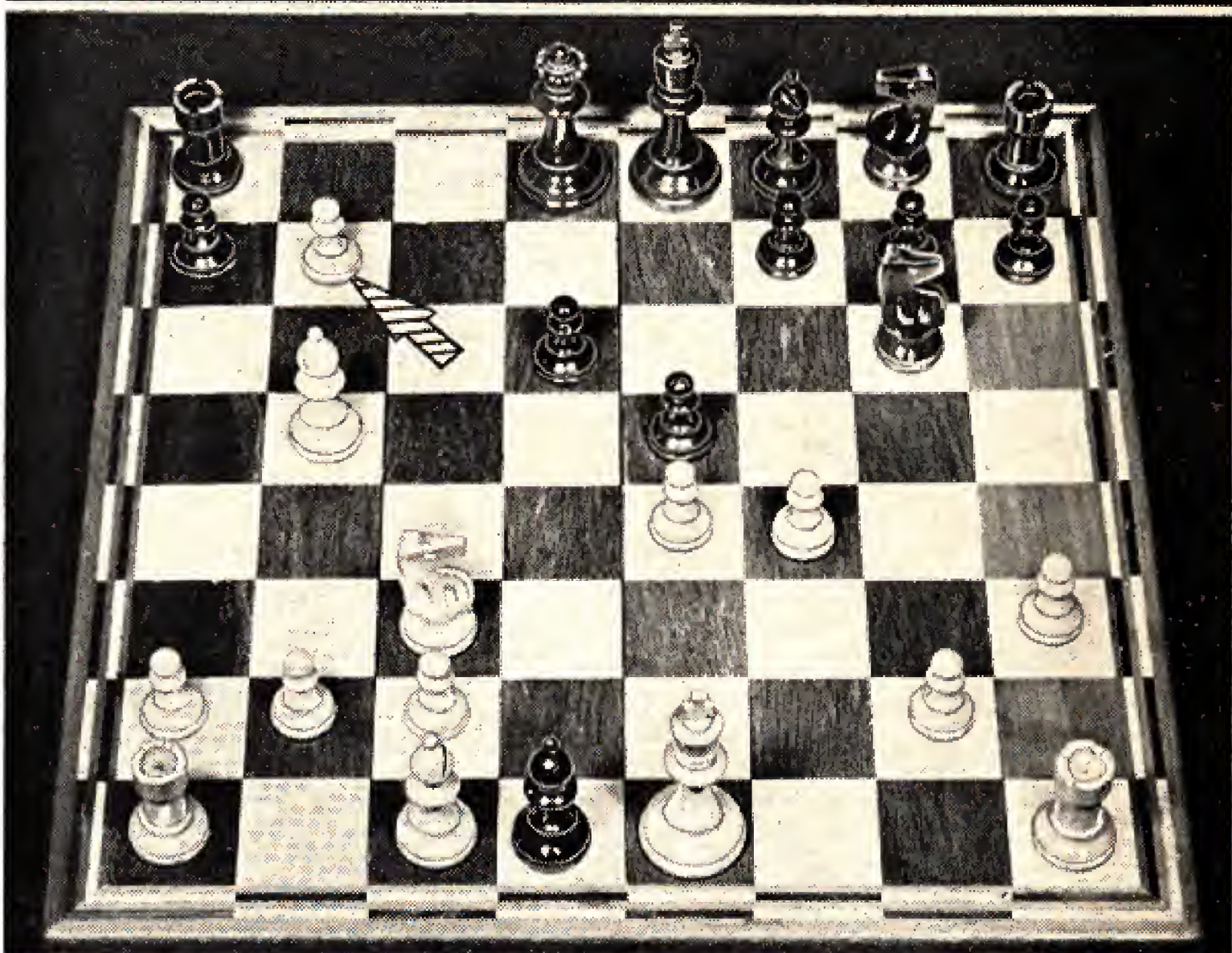
White's Pawn captures the Black Queen-Knight's Pawn and as the Bishop now attacks the King, White calls out "check!"

This is another example of a "discovered" check. The attack on the King by the Bishop was unmasked by capturing with the White Pawn which stood between the Bishop and the King.

White's 10th move is called "Pawn takes Pawn check" and is written:

10 P x Pch

This is sometimes written "10 P x P dis.ch." to show that it was a discovered check—but this is not essential. Nor is it necessary to write "P x KtPch" as no other Pawn capture delivers check.



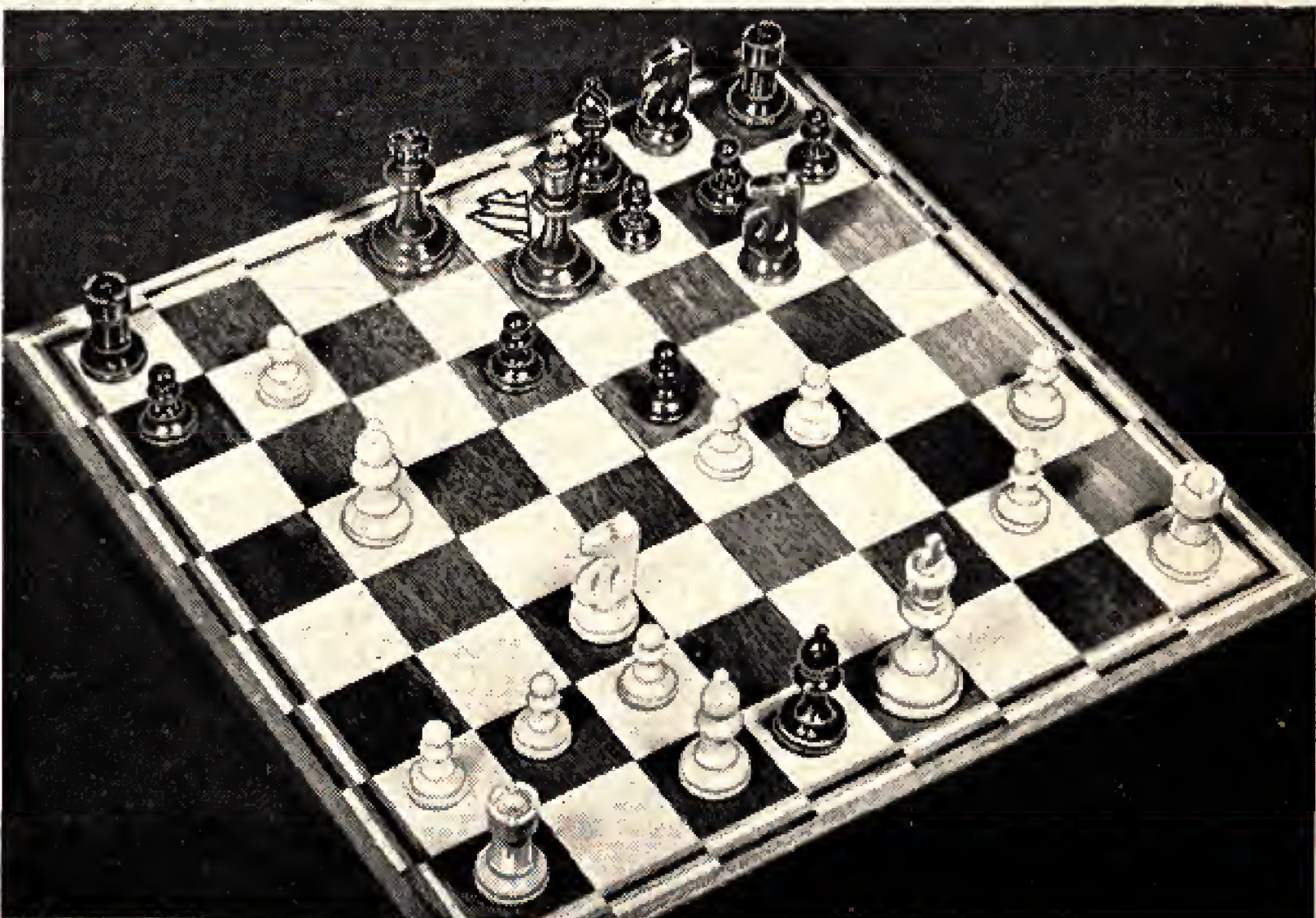
Black's Tenth Move

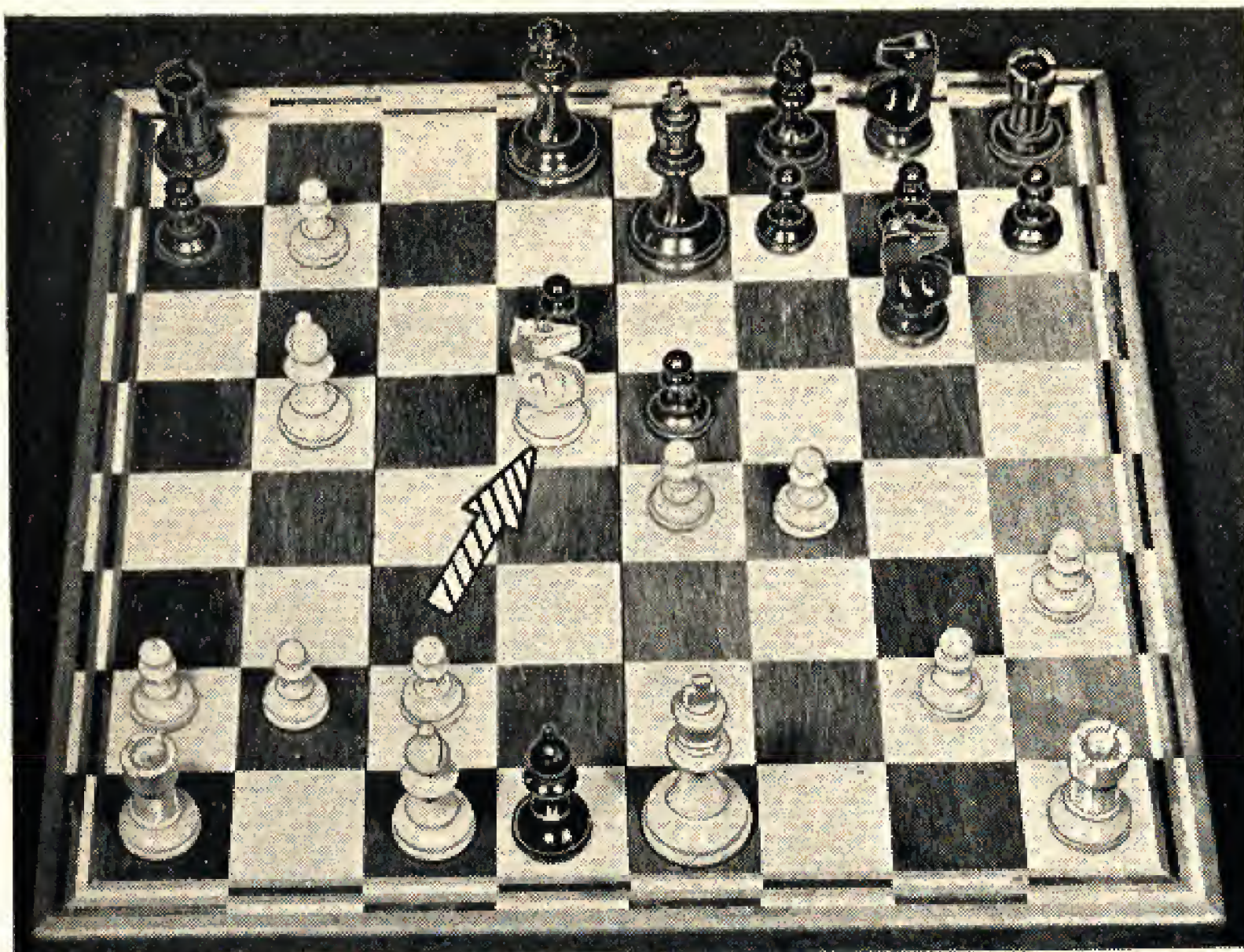
Black gets his King out of check by moving him away from the Bishop's diagonal attack.

Black could have interposed his Queen between the Bishop and King and this would have prolonged the game by a few moves but Black's doom is sealed.

Here is the complete score of the game up to this point:

| White | Black |
|------------|--------|
| 1 P—K4 | Kt—QB3 |
| 2 P—Q4 | P—K4 |
| 3 P—Q5 | QKt—K2 |
| 4 P—KB4 | P—Q3 |
| 5 Kt—KB3 | B—Kt5 |
| 6 Kt—B3 | Kt—Kt3 |
| 7 P—KR3 | B x Kt |
| 8 B—Kt5ch | P—B3 |
| 9 QP x P | B x Q |
| 10 P x Pch | K—K2 |





White's Eleventh Move

White moves his Knight, checking the King.

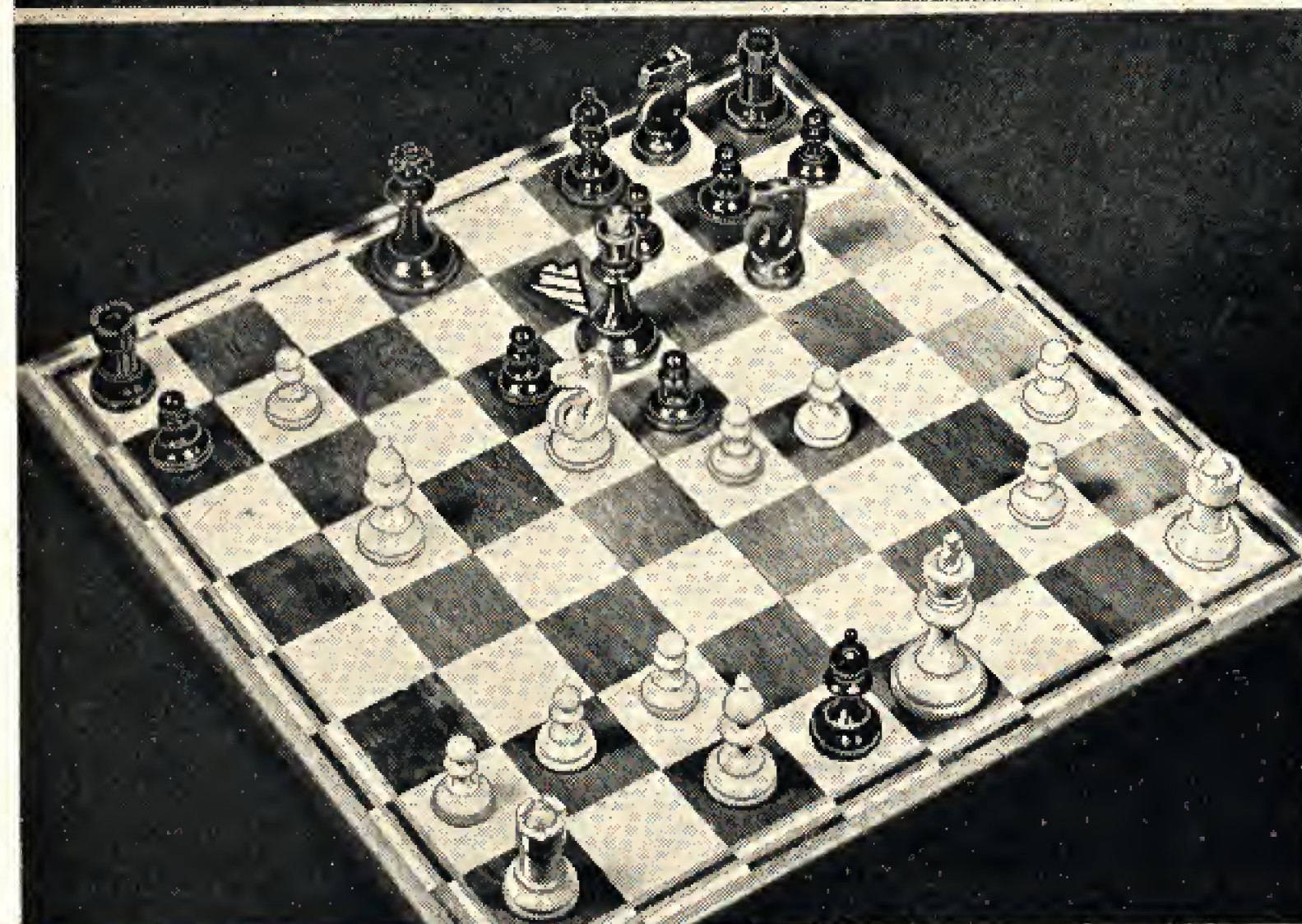
White is closing in for the kill. His Knight leaps to the attack and forces the enemy King to come forward and meet his doom.

Having "sacrificed" his Queen, the most valuable of all his pieces, White must make forceful moves and give his opponent's King no opportunity to escape.

Black now realizes that his capture of the White Queen was a mistake. This capture made it possible for White to launch an attack on the Black King.

White's move is "Knight to Queen 5 check." The Knight leaps to the 5th square on the Queen's file and attacks the King. The move is written:

11 Kt—Q5ch



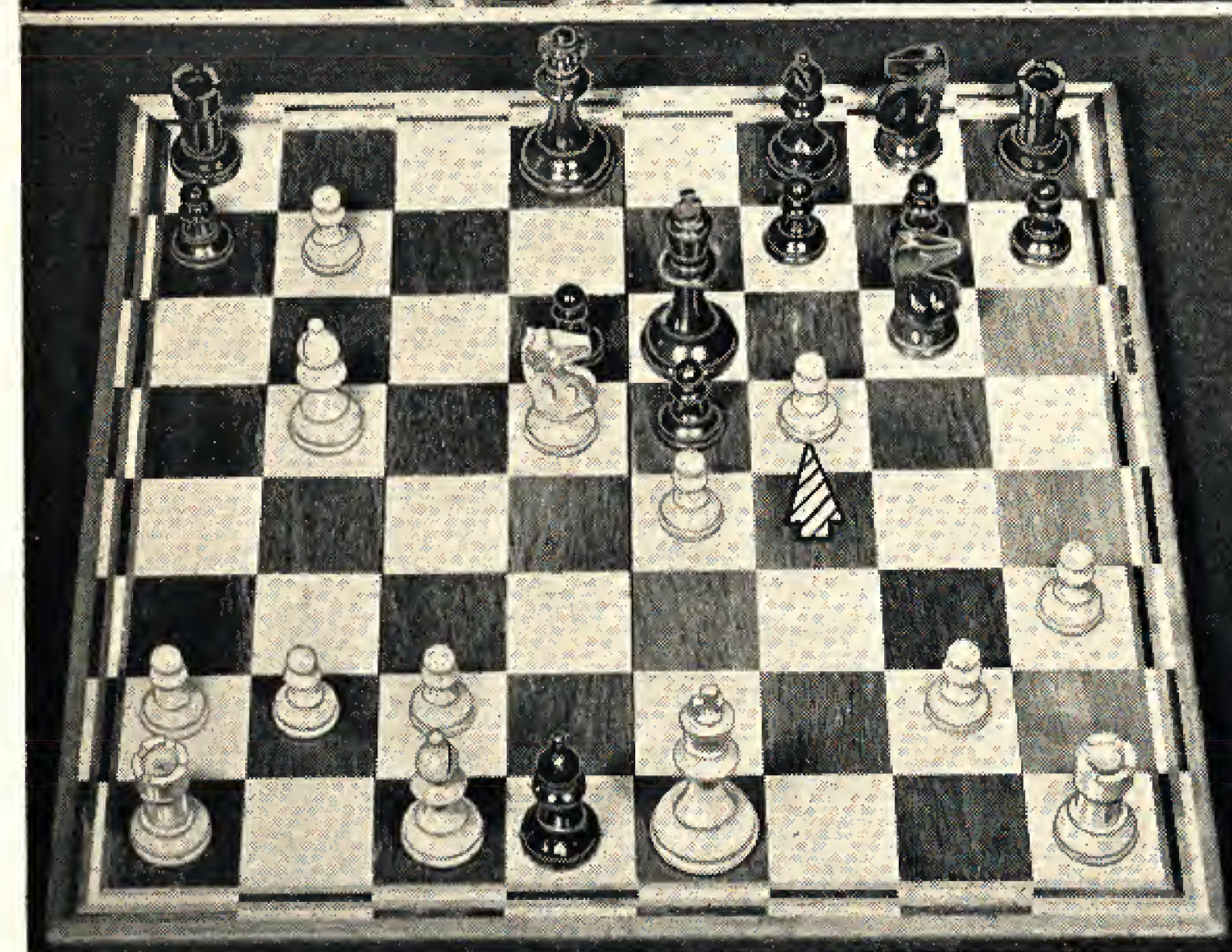
Black's Eleventh Move

Black moves his King one square forward, to get out of check.

This move was "forced." When a Knight checks, the Knight must be captured or the King must move. Here Black could not capture the Knight and the King was forced to move to the only square on which he is no longer in check.

Black's 11th move is "King to King 3" and is written:

11 K—K3



White's Twelfth Move

White moves his King-Bishop's Pawn one square forward and announces "checkmate!" The game is over and White wins.

The White Pawn is checking the King and the King cannot get out of check. He cannot move to an unoccupied square as he would still be in check from the Bishop or Knight. Nor can he capture the checking Pawn or the White Knight as both are guarded by the White King's Pawn. Either capture would be illegal. The checking Pawn cannot be captured by any other Black unit and interposition is impossible. Therefore, the King is checkmated.

White's final move is "Pawn to Bishop 5 mate" and is written:

12 P—B5 mate.

PLAY THE MASTERS

CHESS REVIEW'S POPULAR "SOLITAIRE CHESS" GAME

Instructions

With a slip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (Black's fourth).

Study the position and select White's reply. Write down your selection. Then expose the next line and see the move White actually made (at the left). Score par if you picked this move. If not, score zero, and make the correct White move on your board.

Make Black's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

(a) Black's 9th: For if 9 . . . BxP; 10 BxKt, QxB; 11 KtxP gaining a Pawn, because of the threat of Kt-B7ch. But Black is content to let his Pawn "ride", anticipating difficulties for White should he attempt to hold it.

(b) Black's 10th: 10 . . . BxP was preferable. If then 11 BxKt, QxB; 12 KtxP, QxKtP! Black still dangles the extra Pawn as bait, and white bites — to his opponent's regret.

(c) White's 14th: The threat was 14 . . . BxPch, followed by 15 . . . Q-R5ch and . . . QxKt, regaining the Pawn. Or 14 . . . Q-R5 at once, with the double attack on the RP and Kt.

(d) Black's 21st: 21 . . . Q-K5 appears to be strong. But the attack on the Kt is overrated on account of White's lurking Q-B8ch in certain eventualities.

(e) White's 22nd: Trap! 22 . . . KR-K6; 23 QxR, followed by R-R8ch.

(f) White's 24th: The sockdolager! There is no defense to the threats of KtxB and Kt-K7ch winning the Q.

The game we are publishing this month was played in a telegraphic match in 1903, between Jelinek, representing Chicago, and Libaire, Brooklyn.

The opening is played with clock-like precision. Black's daring in proffering a pawn is equalled by White's courage in "grabbing everything that isn't nailed down". The finale is neat and forceful.

The score is from the new book "The Golden Treasury of Chess" just published by the Editors of CHESS REVIEW.

MAKE THESE OPENING MOVES

1 P-K4, P-QB4; 2 Kt-QB3, P-K3; 3 Kt-B3, P-Q4; 4 PxP. Now continue with the moves in the box below:

| White Played | Par Score | Black Played | Your Selection for White's move | Your Score |
|---------------------|-----------|-----------------------|---------------------------------|------------|
| | | 4 . . . P x P | ----- | ----- |
| 5 P—Q4 ----- | 3 | 5 . . . Kt—QB3 | ----- | ----- |
| 6 B—K2 ----- | 3 | 6 . . . Kt—B3 | ----- | ----- |
| 7 B—KKt5 ----- | 3 | 7 . . . B—K3 | ----- | ----- |
| 8 O—O ----- | 3 | 8 . . . B—K2 | ----- | ----- |
| 9 P x P ----- | 5 | 9 . . . O—O (a) | ----- | ----- |
| 10 P—QR3 ----- | 2 | 10 . . . P—QR4 (b) | ----- | ----- |
| 11 B x Kt ----- | 4 | 11 . . . B x B | ----- | ----- |
| 12 Kt—QR4 ----- | 4 | 12 . . . Kt—K4 | ----- | ----- |
| 13 Kt x Kt ----- | 3 | 13 . . . B x Kt | ----- | ----- |
| 14 P—KB4 (c) ----- | 5 | 14 . . . B—B2 | ----- | ----- |
| 15 P—QKt4 ----- | 7 | 15 . . . Q—B3 | ----- | ----- |
| 16 Q—Q2 ----- | 3 | 16 . . . P x P | ----- | ----- |
| 17 P x P ----- | 3 | 17 . . . B—Q2 | ----- | ----- |
| 18 P—Kt5 ----- | 4 | 18 . . . KR—K1 | ----- | ----- |
| 19 Q x P ----- | 5 | 19 . . . R x B | ----- | ----- |
| 20 Q x B ----- | 3 | 20 . . . Q—KKt3 | ----- | ----- |
| 21 Q—R3 ----- | 7 | 21 . . . QR—K1 (d) | ----- | ----- |
| 22 Kt—B3 (e) ----- | 6 | 22 . . . R x P | ----- | ----- |
| 23 QR—K1 ----- | 6 | 23 . . . R—Q1 | ----- | ----- |
| 24 Kt—Q5! (f) ----- | 8 | 24 . . . K—B1 | ----- | ----- |
| 25 Kt x B ----- | 3 | 25 . . . R x P | ----- | ----- |
| 26 Q-Q7! ----- | 10 | 26 . . . Resigns | ----- | ----- |
| Total Score ---100 | | Your Percentage ----- | | |

Chess Thrillers *by Irving Chernev*

The immortal genius Paul Morphy, whose birthday — June 22nd — all chessplayers celebrate, thrilled the world with his exploits and delighted lovers of the beautiful with the magic of his style.

Morphy's brilliant gems deserve a place of honor among "Chess Thrillers."

New Orleans, 1858

TWO KNIGHTS' DEFENSE

A sharp attack with a surprise finish!

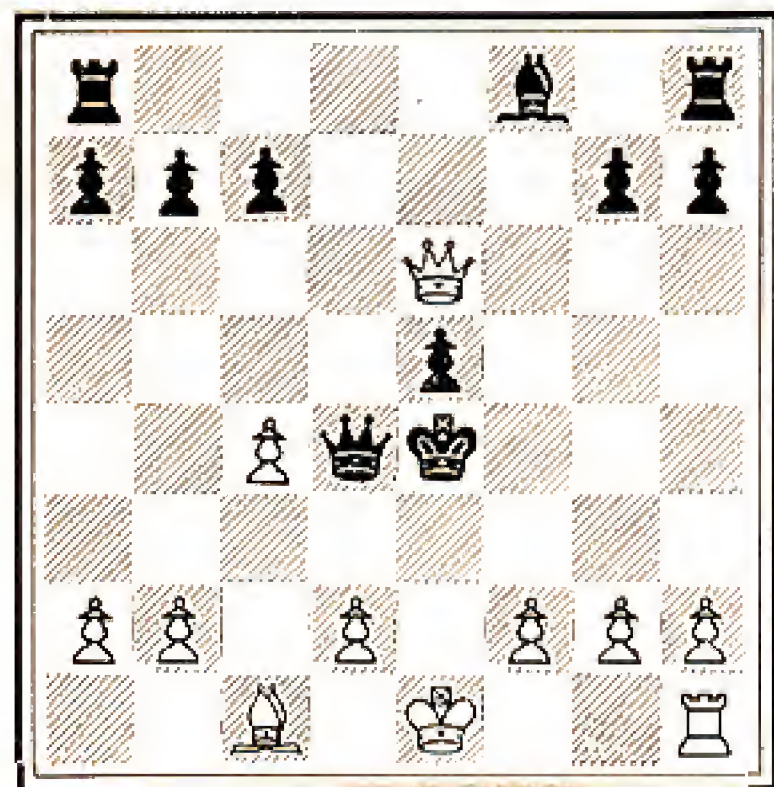
Morphy White Amateur Black

(Remove White's QR)

| | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-Kt5 | P-Q4 |
| 5 PxP | KtxP |
| 6 KtxBP | KxKt |
| 7 Q-B3ch | K-K3 |
| 8 Kt-B3 | Kt-Q5 |
| 9 BxKtch | K-Q3 |
| 10 Q-B7 | |

Threatening 11 Kt-K4 mate.

| | |
|------------|------|
| 10 | B-K3 |
| 11 BxB | KtxB |
| 12 Kt-K4ch | K-Q4 |
| 13 P-B4ch | KxKt |
| 14 QxKt | Q-Q5 |



Morphy lights the fuse.

| | |
|------------|------|
| 15 Q-Kt4ch | K-Q6 |
| 16 Q-K2ch | K-B7 |
| 17 P-Q3ch | KxB |

And the bomb explodes!

18 O-O! mate!

New York, 1857

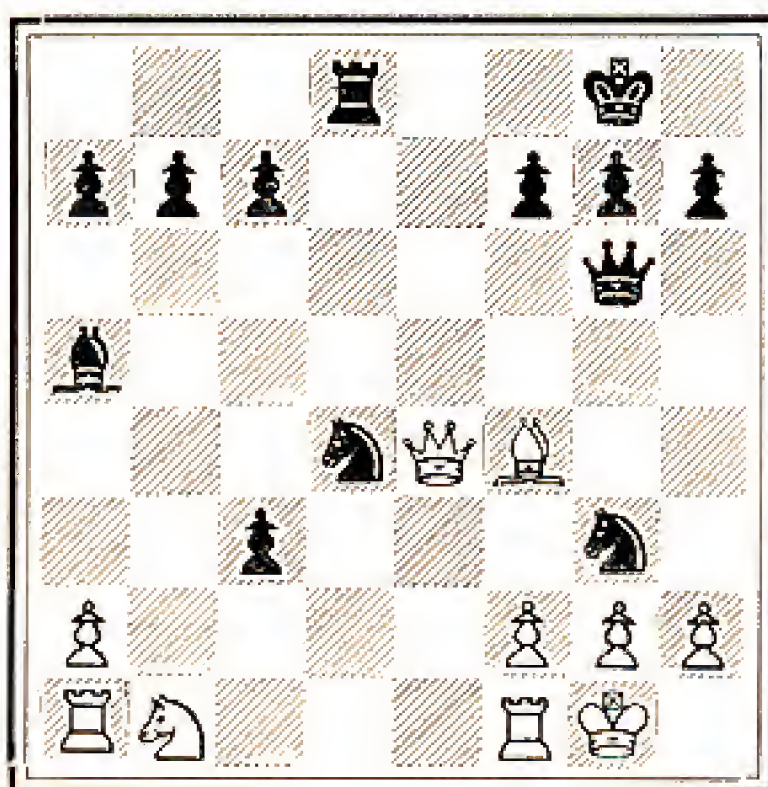
EVANS GAMBIT

Morphy uncorks a surprise as beautiful as it is unexpected.

Marache White Morphy Black

| | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | B-B4 |
| 4 P-QKt4 | BxP |
| 5 P-B3 | B-R4 |

| | |
|------------|-----------|
| 6 P-Q4 | PxP |
| 7 P-K5 | P-Q4 |
| 8 PxP e.p. | QxP |
| 9 O-O | KKt-K2 |
| 10 Kt-Kt5 | O-O |
| 11 B-Q3 | B-B4! |
| 12 BxB | KtxB |
| 13 B-R3 | Q-Kt3 |
| 14 BxR | QxKt |
| 15 B-R3 | PxP |
| 16 B-B1 | Q-Kt3 |
| 17 B-B4 | R-Q1 |
| 18 Q-B2 | Kt(B3)-Q5 |
| 19 Q-K4 | Kt-Kt6!! |



White cannot play 20 PxKt as 20 ... QxQ would follow. He thinks he can exchange Queens and then capture the knight, but ...

20 QxQ Kt(Q5)-K7 mate!!

New York, 1857

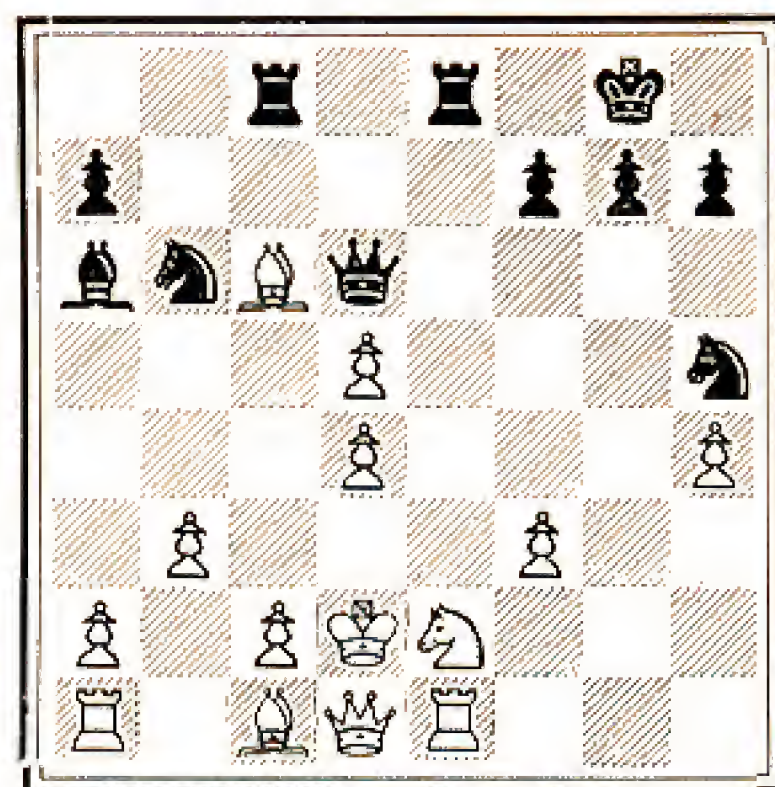
BISHOP'S GAMBIT

Another sparkling specimen.

Schulten White Morphy Black

| | |
|----------|---------|
| 1 P-K4 | P-K4 |
| 2 P-KB4 | PxP |
| 3 B-B4 | P-Q4 |
| 4 PxP | Kt-KB3 |
| 5 Kt-QB3 | B-Q3 |
| 6 P-Q4 | O-O |
| 7 KKt-K2 | P-B6! |
| 8 PxP | Kt-R4 |
| 9 P-KR4 | R-K1 |
| 10 Kt-K4 | B-Kt6ch |
| 11 K-Q2 | B-Q3 |
| 12 K-B3 | P-QKt4 |
| 13 BxP | P-QB3 |
| 14 KtxB | QxKt |
| 15 B-R4 | B-R3 |
| 16 R-K1 | Kt-Q2 |
| 17 P-Kt3 | Kt-Kt3 |
| 18 BxP | QR-B1 |
| 19 K-Q2 | |

Now comes a splendid combination!



| | |
|-------------------|---------|
| 19 | RxB |
| 20 PxR | BxKt |
| 21 RxB | QxPch |
| 22 K-K1 | Q-Kt8ch |
| 23 K-Q2 | R-Q1ch |
| 24 K-B3 | Q-B4ch |
| 25 K-Kt2 | Kt-R5ch |
| If 26 PxKt, Q-Kt5 | mate |
| 26 K-Kt1 | Kt-B6ch |
| 27 K-Kt2 | KtxQch |
| 28 K-Kt1 | Kt-B6ch |
| 29 K-Kt2 | KtxR |

Resigns

Paris, 1859

TWO KNIGHTS' DEFENSE

This elegant game, played at Paris, 1859, is a clever specimen of the smothered mate.

P. Morphy White Amateur Black

| | |
|-------------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 P-Q4 | PxP |
| 5 O-O | KtxP |
| 6 R-K1 | P-Q4 |
| 7 BxP | QxB |
| 8 Kt-B3 | Q-KR4 |
| 9 KtxKt | B-K3 |
| 10 QKt-Kt5 | B-Kt5 |
| 11 RxBch | PxR |
| 12 KtxKP | Q-B2 |
| 13 KKt-Kt5 | Q-K2 |
| 14 Q-K2 | B-Q3 |
| 15 KtxKtPch | K-Q2 |
| 16 Q-Kt4ch | K-Q1 |
| 17 Kt-B7ch! | QxKt |
| 18 B-Kt5ch | B-K2 |
| 19 Kt-K6ch | K-B1 |
| 20 Kt-B5ch | K-Kt1 |

White mates in four.

| | |
|---------------|-------|
| 21 Kt-Q7ch | K-B1 |
| 22 Kt-Kt6ch | K-Kt1 |
| 23 Q-B8ch | RxQ |
| 24 Kt-Q7 mate | |



P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

Decalet Tourney Awards

(continued)

It is most pleasant to acknowledge the enthusiastic comments on the first batch of Decalets published in the last issue of CHESS REVIEW. The composers have certainly earned our praise.

In this issue, Kenneth S. Howard concludes his awards in the two-move section. A splendid problematist, he has done an outstanding job as Problem Editor of the AMERICAN CHESS BULLETIN. His book, THE ENJOYMENT OF CHESS PROBLEMS, has gone to press. I have reason to give assurance that we may look forward to it with much pleasure.

Alain White continues his awards in the three-move section, and more of his excellent comments will accompany Decalet 3-ers in future issues.

Our gratitude to both judges for skillfully painstaking jobs!

G. B. Spencer, winner of first prize in the two-move section, is celebrating his 81st (!!) birthday on May 31, 1943. Bravo! It is exceptionally appropriate to echo the tribute we paid Mr. Spencer last year (see CHESS REVIEW, Aug.-Sept., 1942) when he embarked, with our godspeed, on his octogenarian journey.

The redoubtable Otto Wurzburg, winner of first prize in the three-move section, is not quite a septuagenarian. . . He will celebrate his 68th birthday on July 10th next.

And a little child shall lead them — did you say?

Two-Move Section Awards

(concluded)

by Kenneth S. Howard

Second Commended, No. 2080, Julius Buchwald. This entry has three smart variations produced by the play of the White Knight at K6, the prettiest being the cross-check in the changed mate. The key is of the give-and-take order, forced by the unprovided flight, but the septuple threat is the greatest demerit of the problem.

Third Commended, No. 2081, Geoffrey Mott-Smith. A neat example of correction play, with a thematic key, and a contingent threat with two corrections.

Fourth Commended, No. 2082, C. W. Sheppard. It is surprising that this double self-blocking by a pair of Black Pawns has not been anticipated, but the judge has not been able to find any previous example. The play, naturally, is rather mechanical.

Fifth Commended, No. 2083, Frederick Gamage. A

striking key leads to a pretty switchback main-play, but there is little else to the problem.

Sixth Commended, No. 2084, Rafael J. Bermudez. Each of the Black pieces produces two variations in a waiting move setting, but the strategic elements are limited to self-blocks and a pin.

Three-Move Section Awards

(continued)

by Alain White

First Honorable Mention, No. 2085, C. S. Kipping. A brilliant key in the Loyd manner, engineered through the sequence of Black Knight checks to follow. It is a pity that the short threat is necessary to make the play accurate.

Second Honorable Mention, No. 2086, Maxwell Bukofzer. An odd study in longish range second moves by the Bishop to provide guards against possible escape of the Black King via Black's QKt2, QKt6 and KKt7. The key grants two flights against one taken away, and the problem as a whole is very pleasing.

Third Honorable Mention, No. 2087, Mannis Charosh. The play is restricted, as White can only mate by Kt-B5 or Kt-B7, and the key is a bit obvious, but the mechanism is ingenious and accurate, and the play following 1 . . . R-B3 and 1 . . . R-B1 is pleasing.

Fourth Honorable Mention, No. 2088, C. S. Kipping. The restriction of the play to a single line of White Knight "Crusader" moves limits the interest, but the original effect of allowing a cornered Black King three flights, with only minor White pieces used, and the good construction deserve recognition.

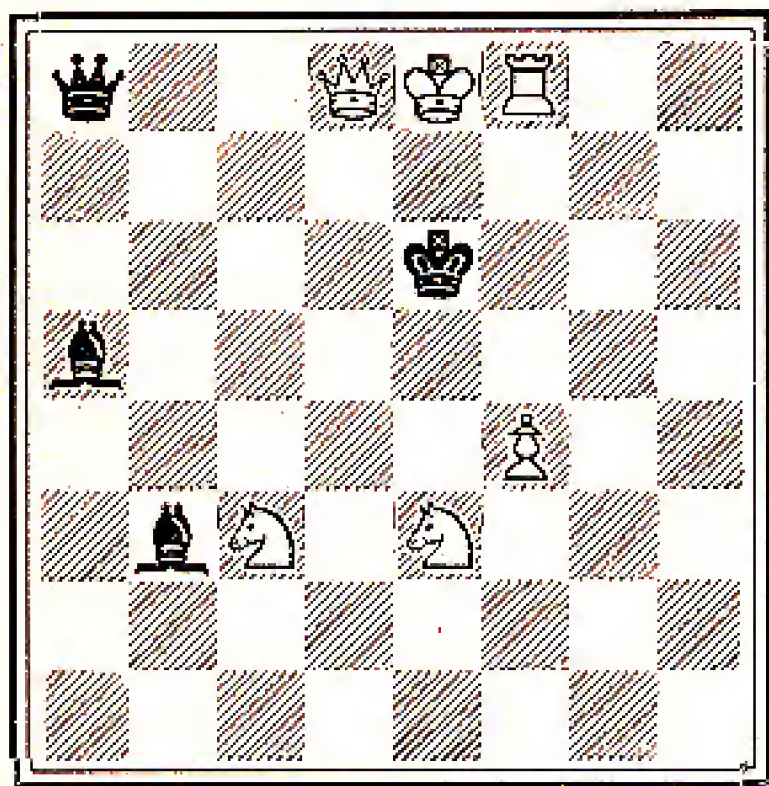
Fifth Honorable Mention No. 2089, Julius Buchwald. A nice combination of Black and White Bishop opposition plus a run of accurate White Queen variations, with several near-tries.

(to be continued)

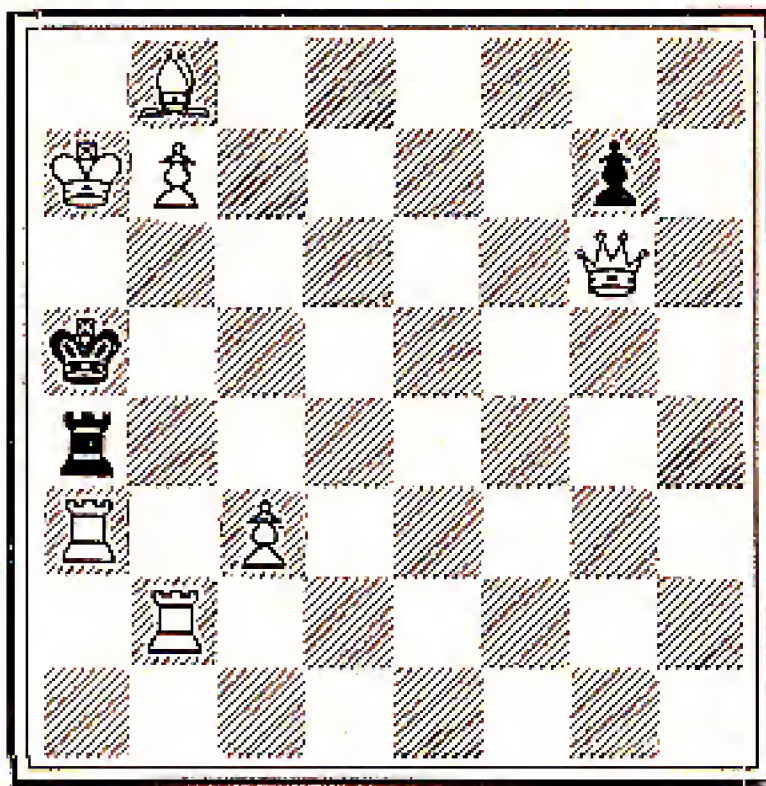
Selfmate Section Awards

As noted in the last issue of CHESS REVIEW, the response in this section was rather disappointing. Frankly, it is a mystery to your problem editor why lovers of chess and problem chess — solvers and composers — seem to shy away from the selfmate. The strategy employed in this phase of problem composition is often more ingenious and breathtaking than is possible to illustrate in the ordinary direct-mate problem. The contention that a stipulation to force a selfmate is far removed from the game of chess is of no moment, for it can be argued, as arbitrarily, that the orthodox problem, wherein the "winning" side has an overwhelmingly superior force, is equally undesirable for the selfsame reason. Why not have the "losing" side resign? What difference does it make in how many moves the mate is accomplished? . . .

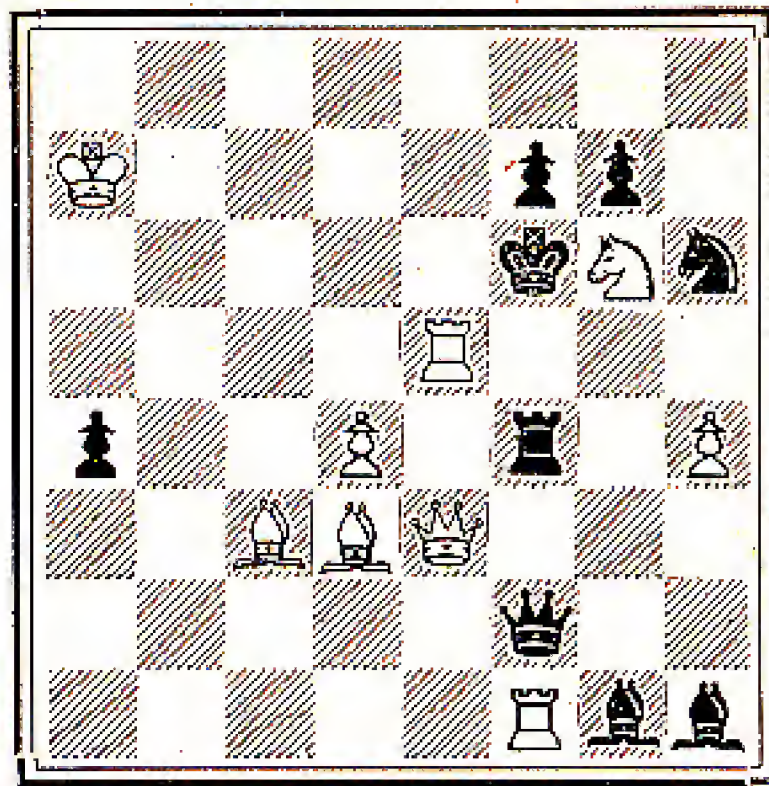
The sound point of view is to appreciate that the chess problem, whatever the stipulation entailed may be, seeks to exploit to the maximum the power of the chess pieces — or to disarm them, if necessary —



Selfmate in 2



Selfmate in 4



Mate in 2
(See text for key)

in accomplishing a given task. The selfmate, therefore, is no less a respectable member of the problem family. This has been recognized by the American problem masters, particularly the late great Shinkman.

First Prize, Geoffrey Mott-Smith. The Problem Editor of the *CHESS CORRESPONDENT* has devoted a great deal of his skill and ingenuity to the selfmate, and this is evidenced by a number of fine examples familiar to readers of this publication. His prize-winning entry is a remarkable achievement, in view of a mobile Black Queen, helpless against White's determination to commit suicide. The position is well balanced, and Mott-Smith succeeds in accomplishing quite a task with what appears to be minimum force. (An earlier example, containing a total of 20 pieces, with brutal key and unattractive plugs, suffers dreadfully by comparison. See No. 1938, *CHESS REVIEW*, Feb., 1942.)

Honorable Mention, W. J. Faulkner. The entry by this composer, who is a resident of Lancashire, England, is a singularly attractive setting. Although all mates are executed in an identical manner, there is an essentially strategic difference in the three variations leading to the final coup. Moreover, the problem is particularly accurate in the sense that each line of play must follow an unvarying pattern.

(Solutions to selfmates will appear in next issue of *CHESS REVIEW*.)

BOOK REVIEW

A CHESS SILHOUETTE — One Hundred Chess Problems by the Reverend Gilbert Dobbs — edited by Richard Cheney, Vincent Eaton, Otto Wurzburg, Alain White. Limited Edition (150 copies); The Overbrook Press, 1942. 133 pp. Price—\$4.00.

The editors of *CHESS REVIEW* take pride in noting that three of the compilers of a *CHESS SILHOUETTE* are predecessors of your Problem Editor. The fourth, Alain White, is automatically the guiding spirit of any chess problem department.

The collection of the late Dr. Dobbs' problems is the fourth of the splendid Frank Altschul series. (For earlier reviews, see *CHESS REVIEW*, June-July, 1941, February, 1942 and February, 1943.) Altschul's fine contributions to problem chess literature should by this time be a matter of common knowledge to lovers of the art.

In an engaging Introduction, Otto Wurzburg tells us about Dr. Dobbs — problem composer and man — the warmth of whose personality is soothingly con-

veyed to the reader. On the other hand, there is no attempt on the part of Wurzburg to emphasize attractive qualities, for the report is objective, bolstered by factual information and excerpts from Dr. Dobbs' letters.

It is that very warmth which is reflected in Dr. Dobbs' compositions. He loved problem chess and he was happily unhampered by rigid rules or inflexibility of any sort. "Dr. Dobbs was a composer of wide and varied tastes, and in his work he touched all schools of composition." Prolific, Dr. Dobbs (1867-1941) had over 3,000 problems to his credit, and his chess activities appeared to be a remarkably fitting supplement to his life's calling, the clergy.

The problems show careful selection. (There are fifty-two two-ers, forty-seven three-ers and one four-er.) The compilation, however, seems to lack the unity so forcefully in evidence in the earlier Altschul books. Each problem is accompanied by the initialed comment of one of the editors. Such scheme is unfortunate, for the reader may be more interested in the consensus (skillfully handled in *A CENTURY OF TWO-MOVERS*) than in the individual opinion. Disjoined, a cooperative effort in the compilation of chess problems loses much of its force.

The *SILHOUETTE* is, nevertheless, a charming book. The problems are delectable on their own merit and all the more because they are the work of a lovely personality.

Six problems by Dr. Dobbs — taken from this collection — appeared in the March issue of *CHESS REVIEW*. Given above is a 1940 (!) first-prize-winner (Correspondence Chess League of America Bulletin), overt evidence of a mind alert to the last. The-Key to this problem is 1 P-Q5.

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Decalet Tourney Problems

SOLUTIONS TO PROBLEMS 2080-2089 MUST BE POSTMARKED NOT
LATER THAN JULY 25, 1943
(Key moves only are required)

TWO-MOVE SECTION

Second Commended

2080—Julius Buchwald

Third Commended

2081—Geoffrey Mott-Smith

Fourth Commended

2082—C. W. Sheppard

Fifth Commended

2083—Frederick Gamage

Sixth Commended

2084—Rafael J. Bermudez

THREE-MOVE SECTION

First Honorable Mention

2085—C. S. Kipping

Second Honorable Mention

2086—Maxwell Bukofzer

Third Honorable Mention

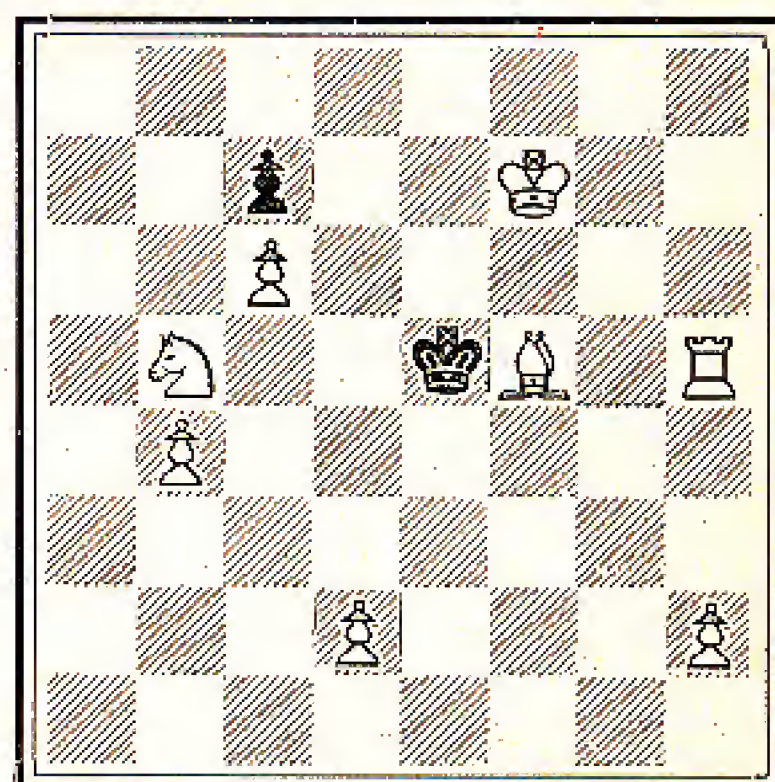
2087—Mannis Charosh

Fourth Honorable Mention

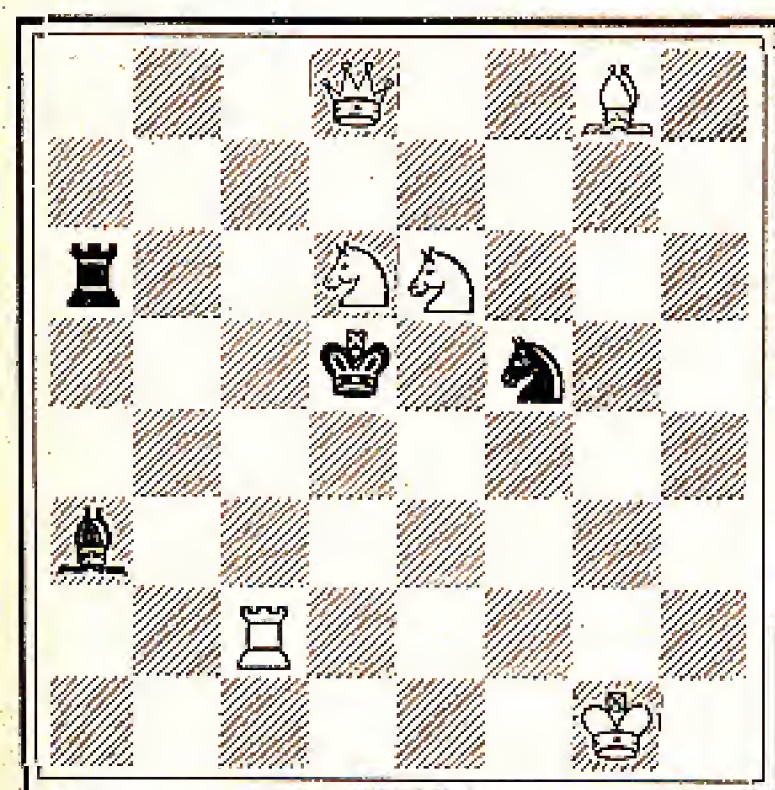
2088—C. S. Kipping

Fifth Honorable Mention

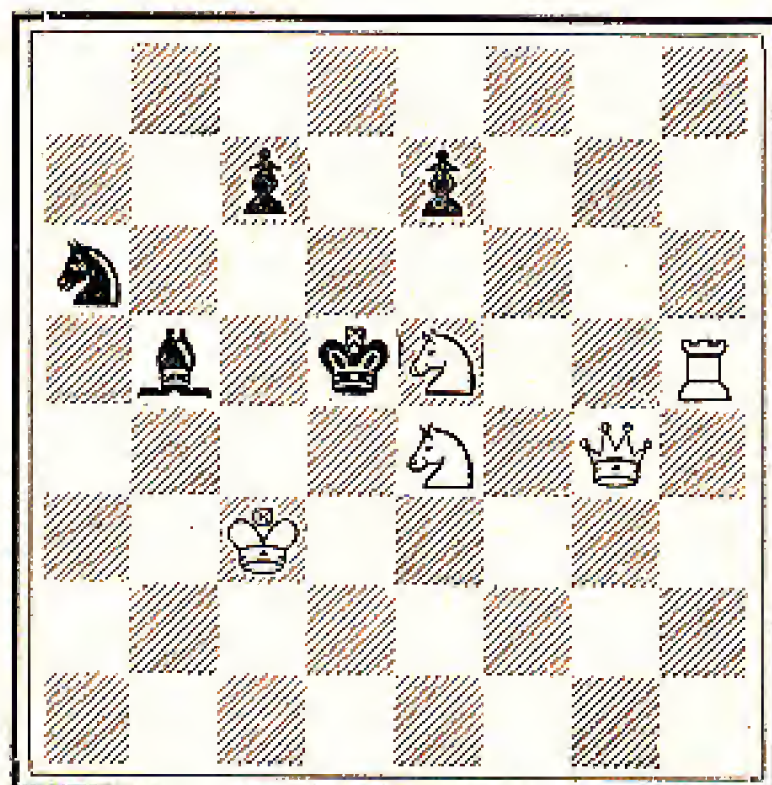
2089—Julius Buchwald



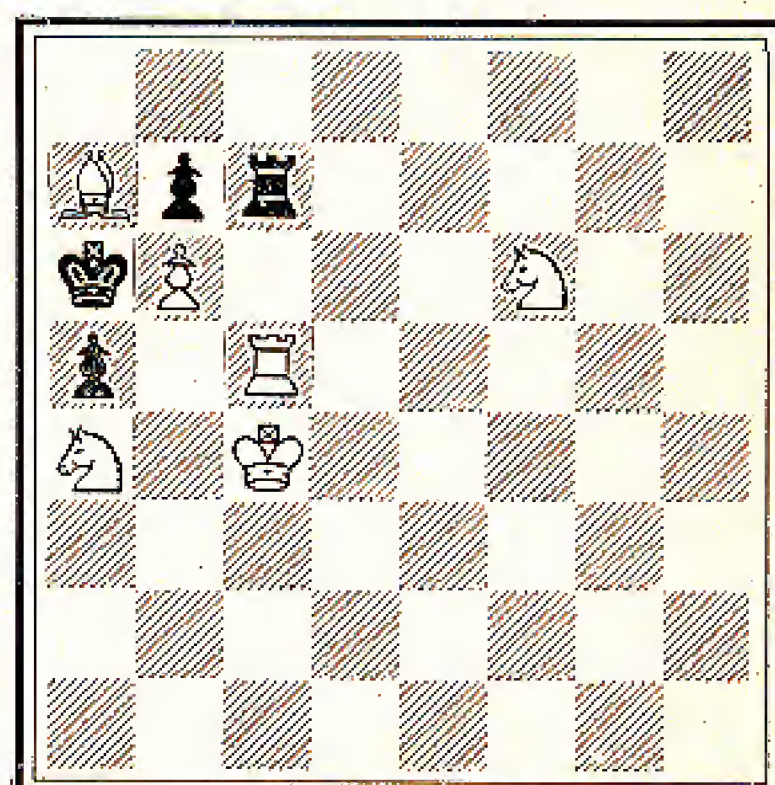
2086 Mate in 3



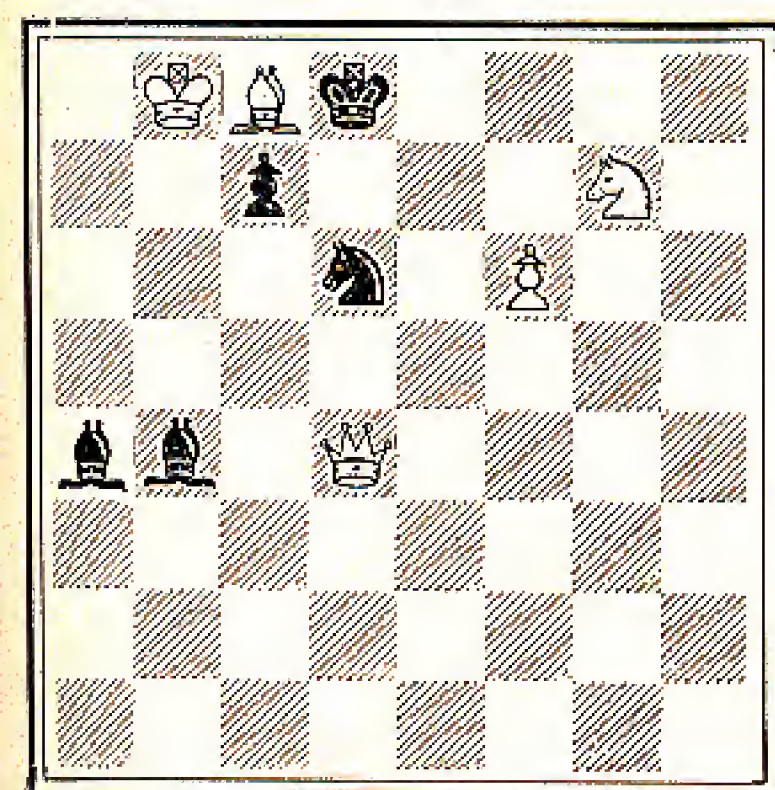
2080 Mate in 2



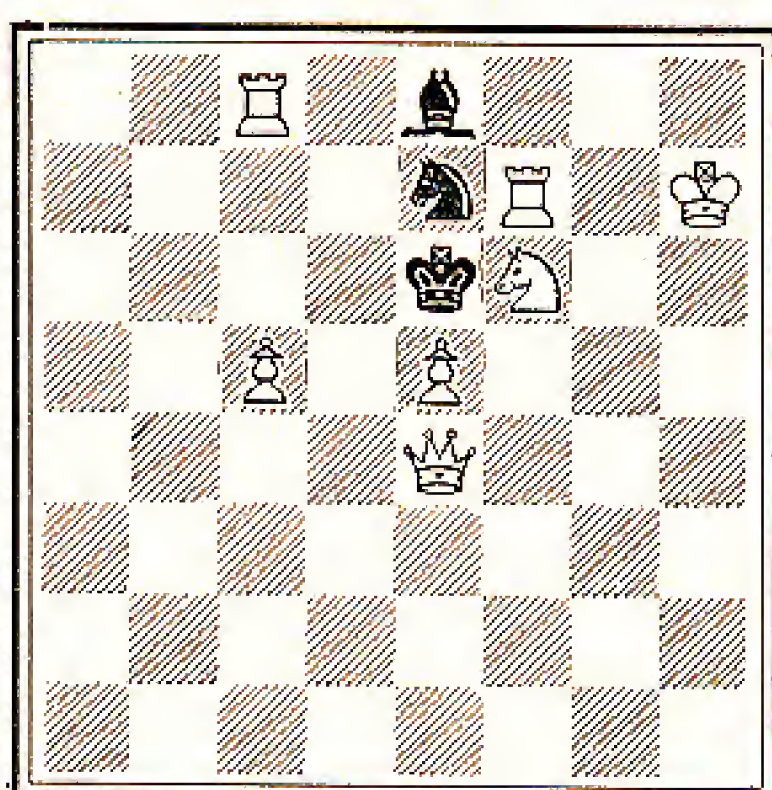
2083 Mate in 2



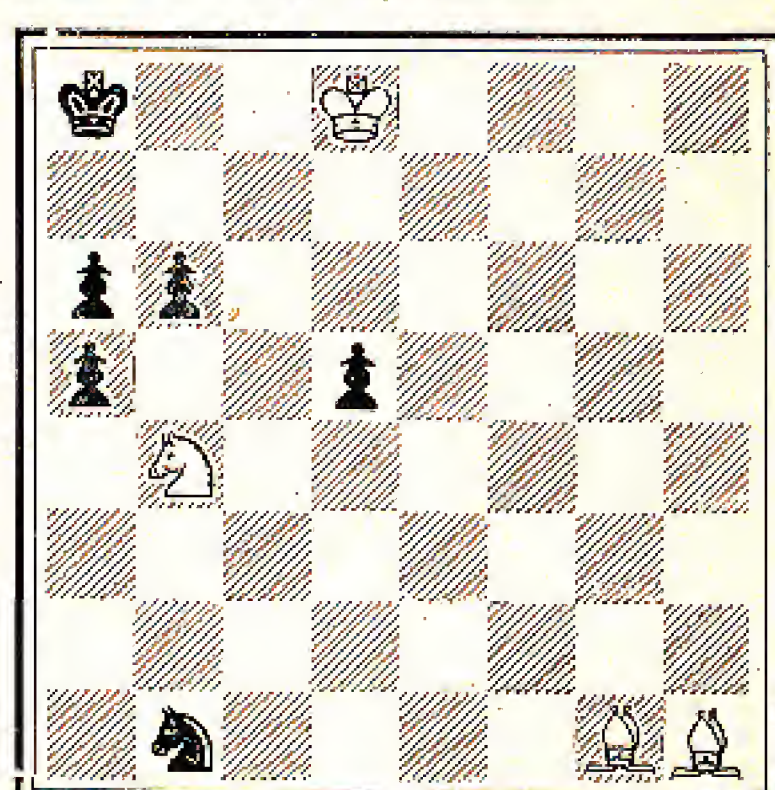
2087 Mate in 3



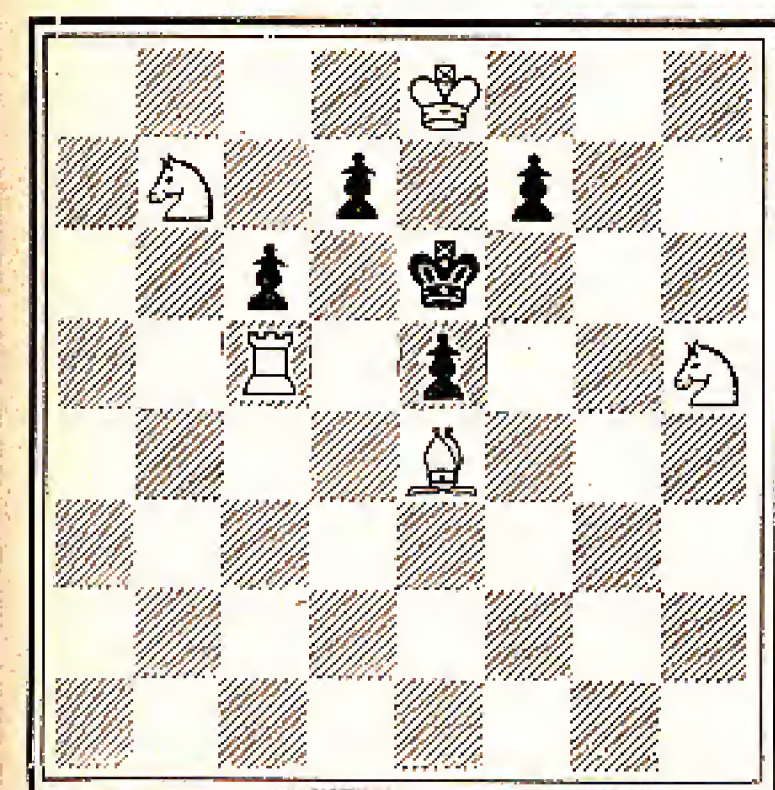
2081 Mate in 2



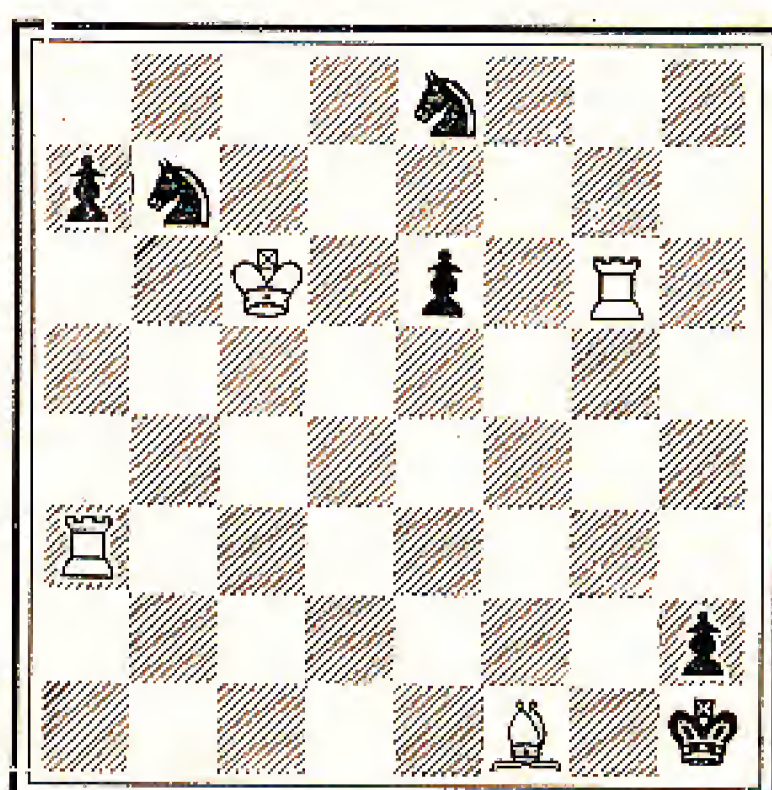
2084 Mate in 2



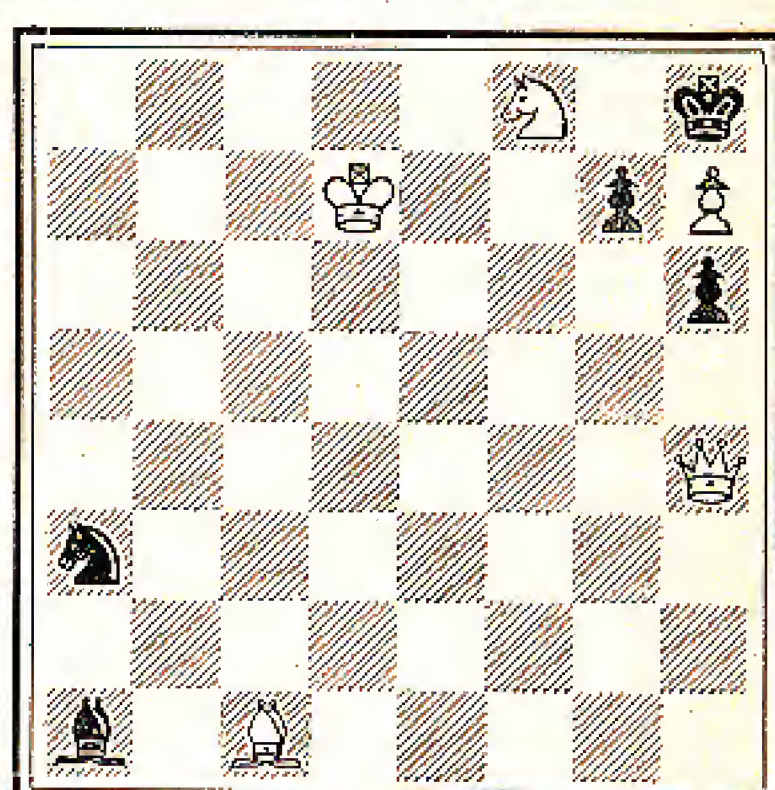
2088 Mate in 3



2082 Mate in 2



2085 Mate in 3



2089 Mate in 3

CHESS BY MAIL



Frank Yerhoff

FRANK YERHOFF is the 1941 Postal Chess Champion of Canada. Since March 1942 he has been playing, with considerable success, in CHESS REVIEW tournaments. Yerhoff entered and started play in our Victory Tourney but censorship regulations unfortunately made it necessary for us to withdraw Canadian entries. The Dominion Mail Champion writes:

"Am 24 years old, single, learned to play chess in 1935. In 1938 I won both the Saskatchewan over-the-board and correspondence chess championships — which titles I have been lucky enough to hold to the present day. In 1941 I won the Canadian Correspondence Chess Championship (begun in 1938) and am presently engaged in the final rounds of the tournaments begun in 1939 and 1940. Today my efforts are practically all confined to postal chess, though I can play a fair game blindfold and have dabbled at composing problems."

With Our Postal Players

by JACK W. COLLINS
Postal Chess Editor

The Game Reports for May include an unusual number of annulments, adjudications, and forfeits. War conditions in general, the sad demise of one of our players, and failures to observe the time limit rule were largely responsible. These unfortunate conclusions to games bring about questions as to how the ratings are thereby affected. A few words of explanation may not be amiss.

Our 1943 Rules and Regulations state that if a player abandons his games, or withdraws from a section, all his games will be annulled, provided he has not finished any games. If he has finished one or more games, the remaining ones will be adjudicated. Naturally the ratings are not affected by annulments, but they sometimes are affected by adjudications. It depends on the merit of the position. If, for example, a game has only lasted five or ten moves, and neither player has an advantage, then the resulting verdict of a draw does not influence the ratings. Such a decision is only sensible as the players have not had time to demonstrate their ability. On the other hand if White or Black has obtained a definite superiority, early or late in the contest, full credits and debits are recorded in the ratings.

Forfeits never affect ratings. We have found this to be the best policy. One reason is it frequently happens the penalized player has a considerable advantage when the game is terminated and it would be rather ridiculous to improve his opponent's rating, which is meant to be a yardstick of ability, under the circumstances. A point in the score book is thought to be sufficient compensation for the winner.

While on the subject of ratings we should also like to touch lightly on the method by which they are computed, for the benefit of those who are still in the dark about it. Here is how it is done. We have a Rating System Table, which was published on this page early in 1942. When you send in a game report your rating, and your opponent's rating, is checked and the higher is designated as "A" and the lower as "B". We then refer to the Table that

tells the number of points you gain or lose, varying from zero to 100 in proportion to the difference between your rating and the rating of your opponent. Thus if the two ratings are 900 the winner gains 50 and the loser drops the same number of points, and if it is a draw the standings do not change. Again if there is a difference of 240 between A and B, A by winning would pick up 26 and B would go down 26, but if B won he would gain 74 and A would lose 74. In the case of a draw A would lose 24 and B would gain the same amount. Finally, if the difference in ratings is 500, A gains nothing by winning, and loses 50 by drawing, and loses 100 by losing, whereas B is not penalized for losing, is awarded 50 for drawing, and gains 100 for winning. These examples have been chosen more or less at random and are not intended to be anything like a complete expose. In fact they are probably so far from it we are going to conclude by quoting the final paragraph of the former Postal Chess Editor when he published the Table and ventured an explanation of it several months ago.

"And if it still isn't clear, just forget the whole thing and leave it to us. Whatever you do, please don't try to compute your own rating. You can't do it because ratings change from day to day. Your opponent's rating (and your own) may have changed since last published."

That's still good advice.

Fourteen year old Robert D. Grande wrote us a letter recently and made, what seemed to us, a fine suggestion. Incidentally, Robert reported the first game he had ever won in that letter and that calls for a literal pat on the back and best wishes for future success. His idea was that we should sponsor a tourney for younger players, say for those under sixteen. We agree with him that such an event would be both interesting and instructive.

Entries for the Victory Tournament will not be accepted after June 30th. Coincident with the announcement of this closing date is the news that the first player to qualify for the semi-final round of the tournament is Paul H. Little of Chicago, with the very convincing score of 5-0, and one to go! Several additional contestants are on the verge of qualifying, but Little beat them to it. Congratulations!

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EVERY player who qualifies for the final round and finishes his playing schedule but fails to win a cash prize will be awarded a copy of the NEW \$3.00 CHESS CLASSIC "The Golden Treasury of Chess"—a big 304-page compendium containing 540 of the most brilliant games of chess ever played. (Just published by the Editors of Chess Review).

Consolation Prizes

EVERY player who enters this tournament and finishes his playing schedule but fails to qualify for the final round will be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament where he will compete for prizes in a 7-man section.

ENTER NOW!

Last Call! Entry List closes June 30th. Mail your entry now—before it is too late. Use coupon below.

The pleasure and enjoyment you derive from playing chess by mail can now bring you the added thrill of competing for—perhaps winning!—one of these BIG CASH PRIZES!

Twenty (20) cash prizes, amounting to a total of \$300.00, will be awarded to the twenty players who finish with the highest scores in CHESS REVIEW's 1943 VICTORY TOURNAMENT. The Grand First Prize is \$100.00!! Second Prize is \$50.00! Third prize is \$25.00! And there are 17 other CASH prizes, as listed on this page.

But that isn't all! Every player who qualifies for the final round and finishes his playing schedule will either win one of these 20 cash prizes or he will be awarded a copy of the big 304-page \$3.00 book "The Golden Treasury of Chess," containing 540 of the most brilliant games of chess ever played. (Just published by the Editors of Chess Review).

This is one event in which everybody wins a prize of some kind. You can go after that big \$100.00 first prize, or one of the other 19 cash prizes; but, if you don't succeed, you will have an opportunity to win a \$3.00 book prize. (We estimate that at least one-fourth of all entries will reach the final round and win a cash or book prize!)

Even if you fail to qualify for the finals, you will then be given ONE FREE ENTRY (worth \$1) into our regular Class Tournament, where you will compete for prizes in a 7-man section.

Anybody can enter this tournament. It doesn't matter whether you have played postal chess before or not. Now is a good time to start. Complete instructions, explaining how chess is played by mail, will be sent to all new entries, together with our Rules of Postal Chess.

Read the Tournament Rules on the next page and then fill in and mail the entry form below, or a copy of it, to CHESS REVIEW, 250 West 57th Street, New York, N. Y.

CHESS REVIEW, Postal Chess Dept.,
250 West 57th St., New York, N. Y.

**ENTRY
FORM**

I enclose \$----- Enter my name in -----
section(s) of your 1943 VICTORY TOURNAMENT.
The amount enclosed covers the entry fee of \$2 per
section.

New players only: Please fill in line below in order
that we may include your name in our list of Postal
Chess Ratings.

I consider myself a Class.....(A, B or C) player.

Name -----

Address -----

City ----- State -----

VICTORY TOURNAMENT RESULTS

- 43-V1 Lewis and Benardette withdraw; all games forfeited.
- 43-V2 Newbery $\frac{1}{2}$, Bailey $\frac{1}{2}$.
- 43-V3 Little defeated Buending, Miller, Sandrin, Tallmadge, and Warren. Sandrin and Warren defeated Buending, Miller 1, Sandrin 0.
- 43-V4 Vichules defeated Grande and Mitchell. Arons 1, Mitchell 0; Conger 1, Guber 0.
- 43-V5 Serrin defeated Zaas and lost to Beyer. Palmer 1, May 0. McLott withdraws, all games forfeited.
- 43-V6 Hassialis defeated Birstein and Broome. Birstein 1, Paul 0.
- 43-V7 Peters and Heidenreich defeated Vosloh.
- 43-V8 Coulter 1, Owen 0.
- 43-V9 Linder and Rozsa defeated Hall.
- 43-V10 Davidson defeated Johnson and Schaeffer.
- 43-V11 Dayton 1, Brown 0; Shapiro $\frac{1}{2}$, Steckel $\frac{1}{2}$.
- 43-V12 Cortell withdraws, all games forfeited.
- 43-V13 Hoyer defeated Rozsa and Schick. Rozsa 1, Liken 0, forfeit.
- 43-V14 Mrs. Lyman defeated Kasper and lost to Boggis and Borker.
- 43-V15 Barnhart, Krogoll, Phar, and Telsey defeated Groves. Pokorne 1, Telsey 0.
- 43-V16 Marcus 1, Wysowski 0. Lach withdraws, all games forfeited.
- 43-V17 Ninburg defeated Quereau and lost to Greenfield.
- 43-V18 Cutshall and Sandrin defeated Holding.

• 110 NEW PLAYERS THIS MONTH

From April 6th to June 1st, one hundred and ten new players joined our ranks. Unfortunately we do not have space to print their names and initial ratings. These will be included in a complete listing to appear soon. We also lack space to print the names of prize winners this month. They will be notified by mail.

1943 CLASS TOURNAMENT

You can join this tourney at any time. You will be grouped with six others of about THE SAME PLAYING STRENGTH AS YOURSELF. Sections are continually being formed. If you have not played in our tourneys before, please specify whether you consider yourself a Class A, Class B, or Class C player.

Prizes in Each Section: Credits of \$4, \$2 and \$1 to the first, second and third place winners respectively. These credits may be used to purchase chess books or equipment. Entry fee is \$1. You may enter as many sections as you please at \$1 each.

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250 WEST 57th STREET : NEW YORK, N. Y.

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Loose-Leaf Game Score Book: High quality loose-leaf binder with 50 game score sheets. Handy pocket size 4 $\frac{1}{4}$ " x 6 $\frac{1}{2}$ ". Sheets 3 $\frac{1}{2}$ " x 6" ruled for 60 moves. Diagram blank on back of each sheet. Complete ----- \$1.00

(Refill sheets — 75c per 100)

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VICTORY TOURNAMENT RULES

1. Two qualifying rounds and one final round will be played in CHESS REVIEW'S 1943 Victory Tournament. In all three rounds, contestants will compete in sections consisting of seven players. Each contestant in a section will play one game with each of his six opponents (3 games with White, 3 with Black). To expedite play, every effort will be made to group players by geographical location.

2. All contestants in the preliminary round who score 3 $\frac{1}{2}$ or more game points will qualify to play in the semi-final round; and all semi-finalists who score 3 $\frac{1}{2}$ or more game points in the semi-final round will qualify to play in the final round. (In each case, players who score 3 $\frac{1}{2}$ points will immediately be grouped in sections with other qualifiers so that play in the three rounds will overlap to some extent).

3. In the event that additional players are required to complete the last sections formed in the semi-final and final rounds, these players (from one to six in each case) will be selected from among those who scored 3 points in the previous round and in the order of their CHESS REVIEW Postal Chess Ratings at the time these final sections are made up.

4. Except as provided in Rule 3, players who score less than 3 $\frac{1}{2}$ points in the preliminary round and qualified semi-finalists who score less than 3 $\frac{1}{2}$ points in the semi-final round will not be eligible for the announced cash and book prizes. However, each of these eliminated contestants will become eligible to play in one section of CHESS REVIEW'S regular Postal Chess Class Tournament, without payment of any additional entry fee, provided the contestant has continued and finished all his scheduled games in the 1943 Victory Tournament.

5. A First Prize of \$100.00 and 19 other cash prizes will be awarded by CHESS REVIEW in accordance with the published schedule of prizes to those 20 qualified finalists who achieve the highest total scores in the three rounds of the tournament. In addition, every qualified finalist who finishes his playing schedule in all three rounds, and who fails to win a cash prize, will be awarded a \$3.00 book prize, as announced in the published schedule of prizes.

6. When computing the total scores of qualified finalists to determine the distribution of prizes, each game won in the preliminary round will be scored as 1 point; each game won in the semi-final round will be scored as 2.2 points; each game won in the final round will be scored as 4.5 points. A drawn game will be scored as half these respective amounts. (This weighting system is adopted to provide for the fact that game points in the three rounds are scored against progressively stronger players. Moreover, the weighting system will practically eliminate ties in the final standings.)

7. No contestant may win more than one prize and no prize will be divided. In the case of ties, if 2 or more finalists tie for first place, achieving the same total score as computed in rule 6, then the first 2 or more prizes will be reserved for those finalists and the prizes will be awarded in accordance with the scores achieved by them in a tie-breaking round-robin contest in which each contestant will play two games with every other contestant. Similarly, ties for any other cash prizes will be broken in the same manner. Any ties which may develop in the tie-breaking contests will be broken under the Sonneborn-Berger system.

8. The entry fee is \$2. No additional fee is charged for semi-final or final rounds. A contestant may enter up to five (but not more than five) preliminary sections upon payment of the entry fee of \$2.00 per section. Multiple entries by one person will compete and qualify as though made by separate individuals. However, as no contestant may win more than one prize, a player who qualifies for more than one section of the final round will be awarded his book or cash prize on the basis of the total score achieved by only one of his multiple entries. (The entry making the highest total will be taken.) Multiple entries will always be placed in different sections of each round. A free entry into the Class Tournament will be given for each entry in which the contestant fails to qualify for the final round.

9. This tournament will be played under CHESS REVIEW'S official Rules and Regulations of Postal Chess with certain amendments and additions. A copy of the Official Rules and special playing rules which apply only to this tournament will be mailed to each entry, or to any prospective entry upon request.

10. Upon entering, each contestant agrees that the decision of CHESS REVIEW and its Postal Chess Editor in all matters affecting the conduct of the tournament, including the acceptance and classification of entries, the adjudication of games, the award or refusal of forfeit claims, the distribution of prizes, and all interpretations of the rules and regulations, shall be final and conclusive.

Postal Chess Games of the Month

(Notes by Jack W. Collins)

KING'S GAMBIT

A. W. Parker
White

N. Russ
Black

| | | | |
|----------|------|--------|--------|
| 1 P-K4 | P-K4 | 4 PxP | Kt-KB3 |
| 2 P-KB4 | PxP | 5 P-B4 | |
| 3 Kt-KB3 | P-Q4 | | |

Black has employed the best defense and neither the text nor 5 Kt-B3 gives White more than a level game.

| | | | |
|---------|---------|----------|-------|
| 5 | P-B3 | 10 B-K5 | Kt-B3 |
| 6 P-Q4 | PxP | 11 O-O | KtxB |
| 7 BxP | B-Kt5ch | 12 KtxKt | BxKt |
| 8 Kt-B3 | O-O | 13 PxB | B-K3 |
| 9 B-Q3 | R-K1ch | | |

Unsatisfactory, 13 PxP followed by B-K3, Q-R4, and QR-B1 offered good play.

| | | | |
|----------|-------|-----------|------|
| 14 P-B5! | Kt-K5 | 16 R-B4 | P-B3 |
| 15 BxKt | PxB | 17 Kt-Kt4 | B-B2 |

If 17 BxKt; 18 QxB, Q-Q4; 19 RxP wins a pawn.

| | | | |
|----------|-------|----------|--------|
| 18 Q-K2 | P-KR4 | 20 Q-QB2 | QR-B1 |
| 19 Kt-K3 | Q-R4 | 21 Kt-B5 | B-Kt3? |

Deliberate, but unsound, 21 R-B2 appears correct.

| | | | |
|-------------|-------|-------------|------|
| 22 Kt-Q6 | RxP | 27 R(R1)-B1 | RxR |
| 23 KtxR | RxP | 28 RxR | P-B5 |
| 24 KtxPch | PxKt | 29 Q-QB2 | P-B6 |
| 25 Q-Kt2 | P-B4 | 30 Q-B8ch | |
| 26 R(B4)-B1 | P-Kt3 | | |

Parker knows where he is going now and wastes no time getting there.

| | | | |
|-----------|-------|-----------|---------|
| 30 | K-Kt2 | 33 Q-B8ch | K-R2 |
| 31 Q-B7ch | K-R3 | 34 R-B7ch | Resigns |
| 32 Q-B4ch | Q-Kt4 | | |

QUEEN'S GAMBIT DECLINED

H. L. Wilcox
White

C. C. Hewitt
Black

| | | | |
|----------|--------|---------|--------|
| 1 P-Q4 | P-Q4 | 6 Kt-B3 | QKt-Q2 |
| 2 P-QB4 | P-K3 | 7 R-B1 | P-QR3 |
| 3 Kt-QB3 | Kt-KB3 | 8 P-QR3 | P-QKt3 |
| 4 B-Kt5 | B-K2 | 9 PxP | PxP |
| 5 P-K3 | O-O | 10 B-Q3 | B-Kt2 |

White's position is preferable. Black would have done better to adopt 8 P-R3; 9 B-R4, PxP; 10 BxP, P-QKt4; as in the 21st game of the 1927 Capablanca-Alekhine match.

| | | | |
|-----------|-------|----------|-------|
| 11 O-O | R-K1 | 14 R-K1 | B-Kt2 |
| 12 Kt-K2 | B-KB1 | 15 Q-B2 | R-QB1 |
| 13 Kt-Kt3 | P-Kt3 | 16 Kt-K5 | |

A promising pawn sacrifice.

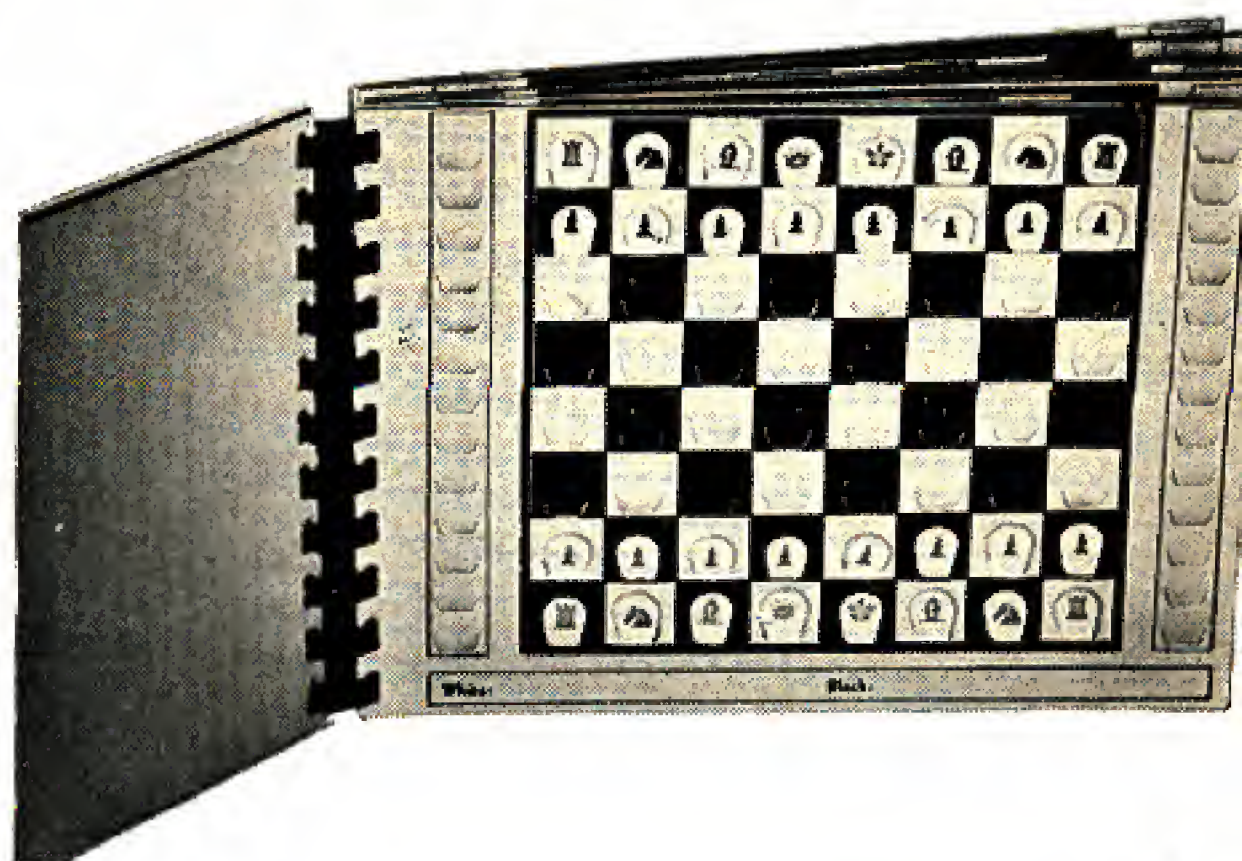
| | | | |
|---------|-------|---------|------|
| 16 | KtxKt | 18 P-B4 | R-K1 |
| 17 PxKt | RxP | 19 P-B5 | P-B4 |

Stock in trade for Black, but insufficient, for winning purposes, against what White has in store.

| | | | |
|----------|------|----------|--------|
| 20 PxP | BPxP | 23 R-B1 | R-KB1 |
| 21 BxP | PxB | 24 Kt-B5 | Q-Q2 |
| 22 QxKtP | R-B3 | 25 R-KB4 | Kt-K1? |

The right piece but the wrong square. After 25 Kt-R2!; a perpetual check, by 26 Kt-R6ch, K-R1; 27 RxRch, KtxR; 28 Kt-B7ch etc., seems indicated. As played, Wilcox effects a pretty mate.

| | | |
|------------|------|----------------|
| 26 Kt-R6ch | K-R1 | 28 Q-Kt8 mate. |
| 27 RxRch | BxR | |



New!

Better!

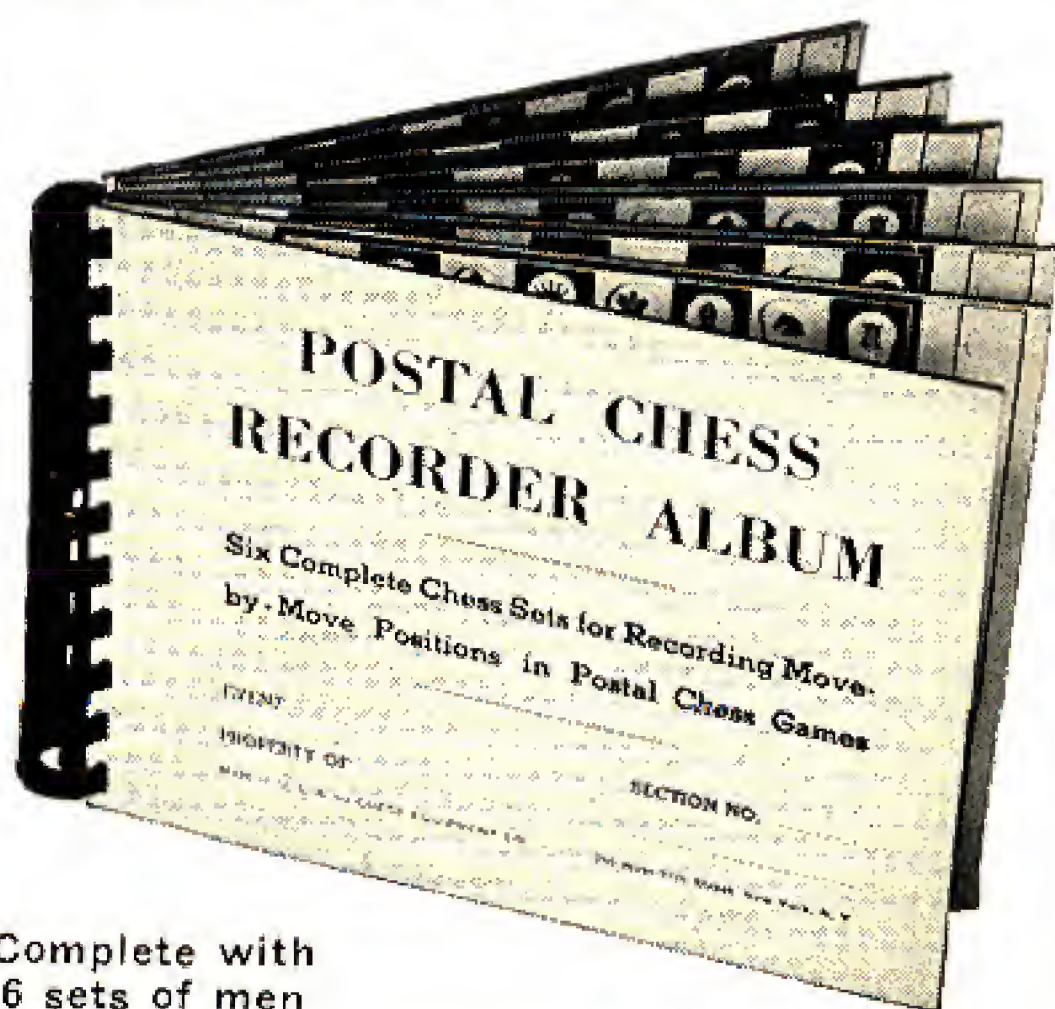
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Changes in Postal Ratings

Class A

| | |
|---------------------|------|
| Arons, G. | 1234 |
| Barnhart, J. W. | 1120 |
| Benjamin, S. J. | 1408 |
| Boggis, A. | 1138 |
| Borker, L. | 1472 |
| Cook, A. | 1226 |
| Dayton, E. | 1270 |
| Fenley, C. M. | 1238 |
| Fetell, M. | 1150 |
| Fielding, L. W. | 1156 |
| Foster, Sgt. J. | 1140 |
| Friend, Sgt. B. | 1198 |
| Goodman, C. F. | 1276 |
| Hassialis, J. | 1234 |
| Herzberger, Dr. M. | 1268 |
| Hogan, Dr. J. G. | 1172 |
| Holt, H. S. | 1378 |
| Kemble, Capt. R. P. | 1262 |
| Kolisch, R. | 1130 |
| Lacey, Pvt. W. H. | 1304 |
| Linder, A. | 1114 |
| Little, P. | 1160 |
| Malowan, W. | 1124 |
| Mundt, Rev. R. J. | 1146 |
| Palmer, M. | 1124 |
| Parker, A. W. | 1270 |
| Phar, P. | 1118 |
| Reeves, R. | 1100 |
| Rehr, J. | 1144 |
| Rockel, R. S. | 1108 |
| Rozsa, T. | 1228 |
| Russ, N. | 1184 |
| Schiller, Sgt. B. | 1148 |
| Shapiro, M. | 1182 |
| Sibbett, D. | 1130 |
| Smith, W. H. | 1196 |
| Steckel, W. | 1204 |
| Steinmeyer, R. | 1104 |
| Van Patten, H. T. | 1142 |
| Vichules, L. P. | 1186 |
| Wilcox, H. L. | 1132 |
| Yerhoff, F. | 1202 |

Class B

| | |
|---------------------|------|
| Allison, M. H. Sr. | 940 |
| Banker, G. M. | 1034 |
| Beyer, J. H. | 910 |
| Birstein, O. | 912 |
| Bischoff, J. E. | 1080 |
| Blackall, F. S. 3rd | 1038 |
| Blenkinsop, L. | 1048 |
| Boyle, F. W. | 1056 |
| Brady, J. | 906 |
| Brandstrom, B. | 984 |
| Brown, R. L. | 1010 |
| Byers, H. F. | 904 |
| Cabot, F. S. 3rd | 910 |
| Chauvenet, L. R. | 1064 |
| Conger, A. W. | 900 |
| Coulter, J. A. | 1042 |
| Cutshall, D. R. | 1044 |
| Davidson, B. | 950 |
| Dean, P. L. | 976 |
| Eichhorn, J. | 994 |
| Eisenbarth, W. C. | 904 |
| Elsman, J. | 930 |
| Engskov, G. S. | 1058 |
| Farnsworth, R. E. | 950 |
| Farnum, S. | 976 |
| Faucher, J. | 1010 |
| Fine, H. | 1022 |
| Finnigan, J. | 908 |
| Flaherty, H. E. | 932 |
| Gabor, N. | 1000 |
| Gelbard, M. | 1032 |
| Greenfield, W. A. | 900 |
| Hall, R. C. | 988 |
| Hallager, W. | 918 |
| Hanft, M. | 1032 |
| Hankin, S. J. | 1050 |
| Henry, La Verne | 910 |
| Herman, L. | 994 |
| Hewitt, a/c C. C. | 964 |
| Holding, J. R. | 908 |
| Holiff, J. | 988 |
| Holladay, E. | 1038 |
| Hoyer, T. | 964 |
| Humphrey, A. B. | 972 |
| Kalbach, J. C. | 1074 |
| Kasper, H. F. | 1030 |
| Kelsey, R. M. | 1050 |
| Keys, J. H. | 1014 |
| Kimel, V. | 900 |
| Klimas, F. J. | 1008 |
| Krebill, Pvt. H. | 1088 |
| Krogoll, G. | 1026 |
| Lyman, Mrs. H. | 908 |
| Mager, J. | 1016 |

| | |
|---------------------|------|
| Marcus, G. | 926 |
| Michels, N. W. | 900 |
| Miller, Lt. C. D. | 902 |
| Mitchell, N. W. | 920 |
| Montgomery, R. M. | 1006 |
| Morrison, G. L. | 932 |
| Nicholson, W. | 1076 |
| Ozgo, A. J. | 1068 |
| Pokorne, M. | 1054 |
| Paul, Dr. B. | 1008 |
| Peters, W. J. Jr. | 1074 |
| Pratt, M. | 1080 |
| Quereau, F. W. | 930 |
| Rothman, A. | 976 |
| Rozsa, B. | 1006 |
| Sandrin, A. | 1054 |
| Schaeffer, F. G. | 982 |
| Schick, Rev. W. F. | 808 |
| Schuette, C. 2nd | 1000 |
| Schultz, L. R. | 940 |
| Shephard, Dr. H. C. | 1060 |
| Skehan, Rev. P. C. | 1002 |
| Smith, R. L. | 906 |
| Steinbach, H. | 1074 |
| Tallmadge, W. H. | 968 |
| Talmadge, T. | 1098 |
| Telsey, D. | 980 |
| Thomas, P. M. | 1026 |
| Tomori, L. | 914 |
| Trasoff, A. | 900 |
| Warren, J. G. | 1008 |
| Weiss, Adolph | 998 |
| Wilmer, D. S. | 990 |
| Wright, C. E. | 1010 |
| Wysowski, S. | 1024 |
| Yavorsky, A. | 932 |

Class C

| | |
|---------------------|-----|
| Barley, R. P. | 850 |
| Beckelman, M. W. | 794 |
| Berger, G. | 888 |
| Briggs, A. | 738 |
| Broome, J. | 838 |
| Brown, M. | 890 |
| Buending, N. | 770 |
| Burke, a/c H. L. | 792 |
| Casey, J. J. | 844 |
| Choc, L. J. | 890 |
| Culbertson, W. | 876 |
| De Frank, Capt. J. | 740 |
| Dishaw, O. W. | 852 |
| Donnelly, B. | 894 |
| Gardiner, B. S. | 780 |
| Geertsma, R. | 780 |
| Gibson, M. E. | 794 |
| Gluski, H. E. | 788 |
| Goldfeather, H. | 894 |
| Goodlatte, R. R. | 800 |
| Grande, R. D. | 698 |
| Groves, U. B. | 752 |
| Guber, S. | 800 |
| Hall, G. | 814 |
| Hamilton, L. B. | 650 |
| Hays, R. W. | 804 |
| Heidenreich, J. | 894 |
| Heisey, H. | 778 |
| Henry, F. L. | 772 |
| Hildebrand, J. W. | 894 |
| Jensen, C. J. | 756 |
| Johnson, F. C. | 806 |
| Kibbey, G. | 896 |
| Kingsland-Smith, F. | 892 |
| Lieber, E. | 790 |
| Litzel, O. | 672 |
| March, F. C. | 838 |
| Martin, E. B. | 898 |
| May, A. C. | 720 |
| May, R. L. | 826 |
| McCullough, F. W. | 874 |
| Miner, H. | 800 |
| Mulligan, J. B. | 852 |
| Newberry, N. F. | 850 |
| Newman, P. H. | 858 |
| Ninburg, D. H. | 870 |
| Nyland, G. | 688 |
| O'Brien, W. F. | 762 |
| Owen, J. | 816 |
| Plasterer, R. N. | 856 |
| Randall, P. | 844 |
| Schuette, C. | 800 |
| Serrin, J. | 820 |
| Stauffer, D. | 858 |
| Thomas, G. S. | 844 |
| Turner, A. | 804 |
| Vosloh, M. F. | 748 |
| Watson, K. Jr. | 800 |
| Wey, J. M. | 770 |
| Work, T. A. Jr. | 872 |
| Wright, R. C. | 732 |
| Zaas, L. A. | 760 |

Game Reports — Results to May 6th

1941 OPEN TOURNAMENT

| Sec. | |
|-------|---|
| 41-3 | Dishaw 1, Martin 0. |
| 41-23 | Gluski defeated Stauffer and lost to Stauffer and Pratt, adjudication. Pratt 1, Stauffer 0. |
| 41-26 | Faucher 1½, Hays ½, adjudications. |
| 41-29 | Kolisch defeated Gabor and drew with B. Rozsa. |
| 41-32 | Fielding and Hogan drew twice, adjudications. |
| 41-35 | Friend defeated Paul twice and drew with Chauvenet. |
| 41-37 | Mundt 1, Holiff 0. |

1942 CLASS TOURNAMENT

| | |
|--------|---|
| 42-C15 | Boyle ½, Van Patten ½, adjudications. Boyle withdraws. |
| 42-C16 | Cook defeated Henry and Thomas, adjudications. |
| 42-C17 | Russ 1, Kibbey 0. |
| 42-C18 | Herzberger defeated Michels and drew with Nicholson, Rockel 1, Shephard 0. |
| 42-C19 | McKelvie forfeited to Kirkegaard and Quanstrom. |
| 42-C21 | J. R. Lent, deceased, defeated Beckelman and Dishaw, drew with Morrison, and lost to Burke and Byers, adjudications. Morrison defeated Burke and Brown. Dishaw 1, Burke 0; Hamilton ½, Beckelman ½. |
| 42-C22 | Smith 1, Kemble 0; Heisey 1, Culbertson 0; Smith ½, Culbertson ½, adjudication. Sibbet 1, Culbertson 0. |
| 42-C23 | Kelsey defeated Blackall and Henry, Wilner 1, Henry 0; Bischoff 1, Kelsey 0; Bischoff 1, Henry 0, forfeit. |
| 42-C24 | Farnum and Schultz defeated Wey, Briggs 1, Gardiner 0. |
| 42-C27 | Goodman defeated Little and lost to Benjamin, Paul 1, Rehr 0, adjudication. Benjamin 1, Banker 0; Paul ½, Goodman ½. |
| 42-C28 | Plasterer 1, Gibson 0. |
| 42-C29 | Weiss 1, Gelbard 0. |
| 42-C30 | Salgado ½, Lent ½, adjudication. McCarron withdraws, all games annulled. Byers 1, Lent 0, adjudication. |
| 42-C32 | Brady 1, Randall 0; Donnelly 1, Lieber 0; Goldfeather 1, Jensen 0. Hornaday withdraws, all games annulled. |
| 42-C34 | Paul defeated Heisey and lost to Chauvenet and Goodman. Steinbach and Yerhoff defeated Heisey; Goodman 1, Steinbach 0. |
| 42-C35 | Kingsland-Smith drew with Klimas and lost to Henry. |
| 42-C36 | Hildebrand 1, O'Brien 0; Humphrey ½, Vosloh ½; Eichhorn 1, Vosloh 0; Seidler withdraws, all games annulled. |
| 42-C37 | Dean 1, Hall 0. |
| 42-C38 | Foster, Goodman, and Malowan defeated Rothman. |

1942 SECTIONAL TOURNAMENT

| | |
|--------|---|
| 42-S3 | Arons 1, Hamilton 0; Flaherty 1, Casey 0. |
| 42-S4 | Russ defeated Brandstrom, McCullough, and Tomori and lost to Parker. Schiller defeated Brandstrom and drew with Parker. |
| 42-S6 | Krebill defeated Boyle and Wright and lost to Lacey. Lacey 1, Boyle 0, adjudicated. Boyle withdraws. |
| 42-S7 | Mager 1, Hamilton 0. |
| 42-S8 | Steinmeyer 1, Ozgo 0. |
| 42-S10 | Borker 1, Hallager 0. |
| 42-S11 | Choc 1, Warren 0; Engskov 1, Henry 0. Choc ½, Cabot ½. |
| 42-S12 | Keys 1, de Frank 0; Russ 1, Nyland 0. |
| 42-S13 | Steckel 1, May 0; Shapiro ½, Fetell ½. |
| 42-S14 | Farnsworth defeated Finnigan and Watson. Finnigan 1, Work 0. |
| 42-S15 | Fine defeated Briggs and Brown and lost to Hall. Hall defeated Briggs and drew with Brown. Borker 1, Fine 0; Brown 1, Briggs 0. |
| 42-S16 | Wilcox defeated Hewitt and Turner. Lieber defeated Turner, drew with Skehan, and lost to Talmadge. Talmadge 1, Turner 0. |
| 42-S17 | Casey defeated Herman and lost to Mitchell. Herman 1, Hanft 0. |
| 42-S18 | Kalbach 1, Allison 0; Stauffer 1, Balke 0. |
| 42-S19 | Thomas drew with Fenley and lost to Borker and Schaeffer. |
| 42-S21 | Steckel 1, Wright 0. Seidler withdraws, all games annulled. |

1943 CLASS TOURNAMENT

| | |
|--------|--|
| 43-C1 | Serrin defeated Zaas and lost to Eisenbarth. |
| 43-C2 | Montgomery defeated Newman and lost to Hankin. Holladay 1, Newman 0; Blenkinsop 1, Newman 0. |
| 43-C3 | May defeated Litzel and lost to Schaeffer. Schaeffer defeated Grande and Mulligan. Eichhorn defeated Grande and Litzel. Humphrey defeated Grande and Litzel. |
| 43-C5 | Hewitt 1, Elsman 0. |
| 43-C6 | Kimel 1, Miner 0; Smith 1, March 0. |
| 43-C7 | Grande defeated Geertsma and lost to Berger. |
| 43-C8 | Peters 1, Henry 0. |
| 43-C10 | Trasoff 1, Goodlatte 0. |

See page 178 for game results in the 1943 Victory Tournament.



READERS' GAMES

Reviewed by
I. A. HOROWITZ

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Fred Reinfeld, former editor of this department, has resigned from the staff of CHESS REVIEW. — Editor.

The following game, submitted by Morton Jacobs, was conducted via correspondence. Jacobs writes that it was played informally, and we gather from this remark that there were no stakes. Nevertheless, it is a tough battle, and contains elements of instruction. A portrait and pen sketch of Capt. Robert P. Kemble, player of the black forces, appeared in February CHESS REVIEW. Jacobs adds: "in our only official tournament game, he won".

KING'S GAMBIT

| | |
|-------------------------------------|-------|
| Morton Jacobs Capt. R. P. Kemble | |
| White | Black |
| 1 P-K4 | P-K4 |
| 2 P-KB4 | PxP |
| 3 B-K2 | |

The Lesser Bishop's Gambit. "White seeks to recover the gambit pawn without exposing his minor pieces to the counter-attacks available to Black in the Bishop's and Knight's Gambits. It was adopted by Tartakover at the New York Tournament, 1924, with a considerable measure of success, and may be the soundest form of the King's Gambits" (Fine—MCO.)

This innovation brings back pleasant memories to the annotator. For he was present at the epic encounter Tartakover-Capablanca in the same event. Whether it was black magic or midnight oil is difficult to say, but the invincible Cuban, with a few deft strokes made short shrift of the new idea.

The opening moves of that memorable conflict are worthy of record:

1 P-K4, P-K4; 2 P-KB4, PxP; 3 B-K2, P-Q4; 4 PxP, Kt-KB3; 5 P-B4, P-B3; 6 P-Q4, B-Kt5ch; 7 K-B1, (7 B-Q2, Kt-K5!; 8 BxB, Q-R5ch wins!), PxP; 9 BxP, PxP! Here, Tartakover, under the impression that the then world champion had slipped a cog, swooped down on

Black's Knight 10 BxKt? and expected to follow up after 10 . . . RxB with 11 Q-R4ch, winning a Bishop. But lo and behold! Capa played Kt-Q4, which must recover the piece in all variations, and then it was merely a matter of technique.

| | |
|--|-------|
| 3 | Kt-K2 |
| The line adopted by Alekhine against Tartakover, 3 P-Q4 is stronger. | |

| | |
|----------|---------|
| 4 P-Q4 | P-Q4 |
| 5 PxP | KtxP |
| 6 Kt-KB3 | B-Kt5ch |

A super refinement. The thought is to force 7 P-B3 so that the square QB3 will not be available to White's QKt.

| | |
|------------------------------------|------|
| 7 P-B3 | |
| Naturally not 7 B-Q2?, Kt-K6 wins. | |

| | |
|-------------|------|
| 7 | B-K2 |
| 8 O-O | O-O |
| 9 P-B4 | |

To unlimber the Queen's wing.

| | |
|-------------|--------|
| 9 | Kt-K6! |
| 10 BxKt | PxB |
| 11 Q-Q3 | B-B3 |

So that if 12 QxP, P-B4, and White's QP will be embarrassed: 13 P-Q5, BxP!

| | |
|----------|-------|
| 12 Kt-B3 | Kt-B3 |
|----------|-------|

Still retaining the extra Pawn. Obviously, if 13 QxP, KtxP, and if 13 P-Q5, Kt-Kt5, and White dare not capture 14 QxP on account of . . . Kt-B7 winning the exchange.

| | |
|-----------|------|
| 13 Kt-Q5 | R-K1 |
| 14 P-QKt4 | |

Attempting to forcefully dispossess Black's Kt from its present post, and in turn relieve the counter pressure on the QP. But in all such cases, a hasty advance leaves weaknesses in its wake. First, the consolidating move 14 QR-Q1 (threatening 15 KtxKP) might gain the same objectives without incurring the liabilities.

| | |
|--|-------|
| 14 | B-Kt5 |
| Apparently meeting White's threats with consummate ease. | |

While the move is a natural (it develops another piece), complicated technicalities had to be carefully considered.

| | |
|---|------|
| 15 QR-Q1 | |
| For 15 P-Kt5, which at first glance appears to be the follow-up, fails; e.g., 15 P-Kt5, BxKt. Now if 16 PxKt, BxKt simplifies and retains the material plus. In this variation if 16 KtxBch, QxKt; 17 RxB, QxP and the exposed Rook at R1 prevents the capture of Black's Kt. | |

| | |
|--------------|------|
| 15 | BxKt |
| 16 KtxBch | |

An inexactitude. At all costs White should maintain his Kt in its present post. After 16 RxB, it would be foolhardy for Black to grab the QP: as if 16 . . . BxP; 17 P-Kt5 wins, or 16 . . . KtxQP; 17 KtxBch and a piece goes by the wayside.

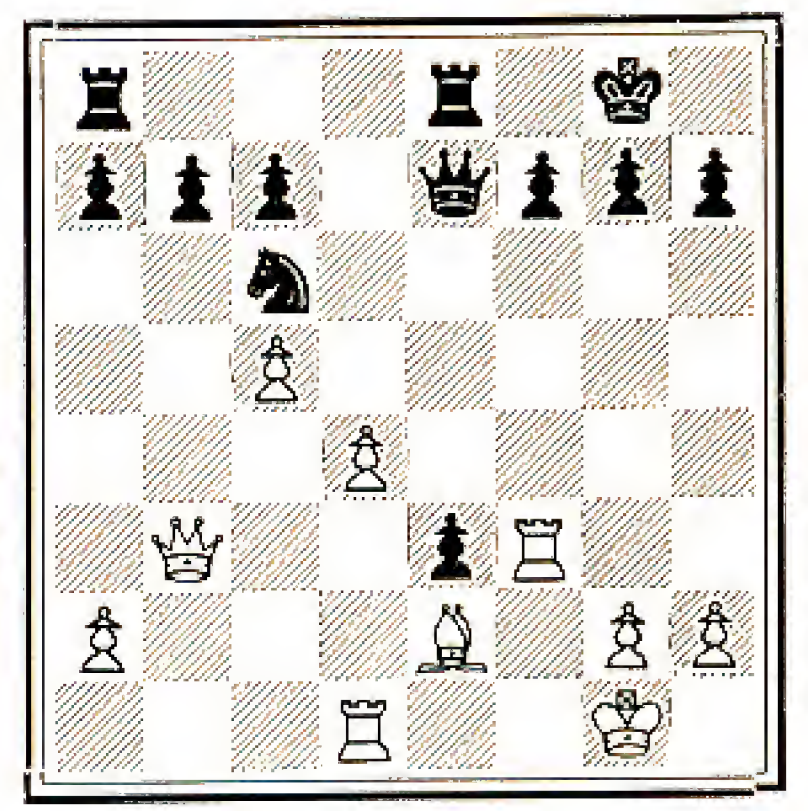
| | |
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| 16 | QxKt |
| 17 RxB | KtxKtP? |

But this is looking only one move ahead, when a keener perception is required!

| | |
|-----------|------|
| 18 Q-Kt3! | Q-K2 |
|-----------|------|

18 . . . Q-QKt3 was no better on account of 19 P-B5 attacking the KBP.

| | |
|----------|-------|
| 19 P-B5! | Kt-B3 |
|----------|-------|



20 P-Q5

The prosaic 20 QxP offered better chances than the text. BUT the poetic 20 RxBP would have turned the tide! If then 20 QxR; 21 B-B4 wins, or if 20 Q-K3, B-B4 wins.

The text move is groping in the dark.

20 Kt-R4
21 Q-Kt5 P-QKt3
22 P-Q6 PxQP
23 PxQP Q-K3
24 P-Q7 KR-KB1

White has banked heavily on forcing his QP through.

25 Q-Q3 QR-Q1
26 R-Kt3

For 26 RxP would be met by RxP. However, White would still retain drawing chances in the subsequent ending.

26 Kt-Kt2
27 B-Kt4 Kt-B4

Tit for tat.

28 Q-K2 Q-QB3
29 RxP

At long last the prodigal son has returned.

29 KtxP
30 R(3)-Q3

30 Q-Q2 is trappy but gains nothing: 30 . . . Kt-K4?; 31 QxR, KtxB; 32 QxRch, KxQ; 33 R-Q8 ch and mate. But 30 Q-Q2 could be met by . . . Q-B4.

30 Q-B4ch
31 K-R1 QR-K1

Extricating himself from the pin.

32 Q-Q2 Kt-K4
33 R-Q5 Kt-B5
34 Q-B3 Q-K6??

An hallucination. Black is under the impression that his Kt is protected by a technicality. But he is mistaken.

35 R(5)-Q3?

Why not 35 QxKt!, Q-K8ch; 36 Q-B1 with a piece to the good.

35 Q-K4

Now of course the Kt is safe, as after 36 QxKt, Q-K8ch, the White Queen's return to B1 is blocked.

36 Q-B1 Kt-K6

Black now plays carefully and winds up in good style.

37 R-K1

There was nothing to be done.

37 KtxB!!
38 RxQ Kt-B7ch
39 K-Kt1 KtxR

Resigns

For two Rooks, a Knight and a couple of Pawns are too much for a Queen.

The game starting on the next column was played between two members of the Attleboro (Mass.) Chess Club — one of the most active and progressive clubs in New England.

FRENCH DEFENSE

| | |
|------------|-----------------|
| Sven Brask | Frank Gustafson |
| White | Black |
| 1 P-K4 | P-K3 |
| 2 P-Q4 | P-Q4 |
| 3 Kt-QB3 | B-Kt5 |
| 4 B-Q3 | |

Here White deviates from standard practice. Any number of alternatives are at his command and each would lead to a favorable position. For example he might play 4 PxP, the exchange variation, and continue with a rapid development of his forces. This line of play recommends itself to Spring weather. For in the early stages, White need hardly give a second thought to the manner or sequence of development,—and all would still be well. Or he might continue 4 P-K5! But then, after the reply 4 . . . P-QB4 the fight for control of the center becomes tense, and taxes the resources of the wily.

4 Kt-KB3

Most French Defense players prefer the close battle for the center, and on that account the text move is good enough, in so far as it tempts P-K5. But first 4 . . . PxP; 5 BxP, then . . . Kt-KB3 would have its advantages in that White might suffer the loss of a tempo in retreating his Bishop, or be compelled to part with one of his Bishops, in the event of 6 B-Kt5. However, the game follows this course by transposition.

5 B-Kt5 PxP
6 BxP P-B4

Needlessly complicating matters. The simple 6 . . . P-KR3 would have forced 7 BxKt (7 B-R4?, P-KKt4!), when Black's game would have been free and easy.

7 Kt-B3 PxP
8 KtxP Q-R4

Black's secret is out. He is after big game. His last move is what is commonly called in some circles "the family attack". Note that White's Bishops at Kt5 and K4 are en prise, and his Kt at B3 is under fire, a multiplicity of threats.

9 BxKt

Calmly ignoring the danger. At best, Black may now gain a Pawn. But White's pieces are now poised for action! And Black had better be careful, else his Queen play will boomerang.

9 BxKtch
10 PxP QxPch
11 Q-Q2 QxRch??

11 . . . QxQch, followed by 12 . . . PxP would have clarified the situation somewhat. True, Black could not hope to maintain his Pawn plus against the simple threat of QR-Kt1, but he might have retained drawing chances. Apparently he is laboring under the delusion that the Rook is the fruit of his successful planning.

12 K-K2!

"If one says A, he should say B."

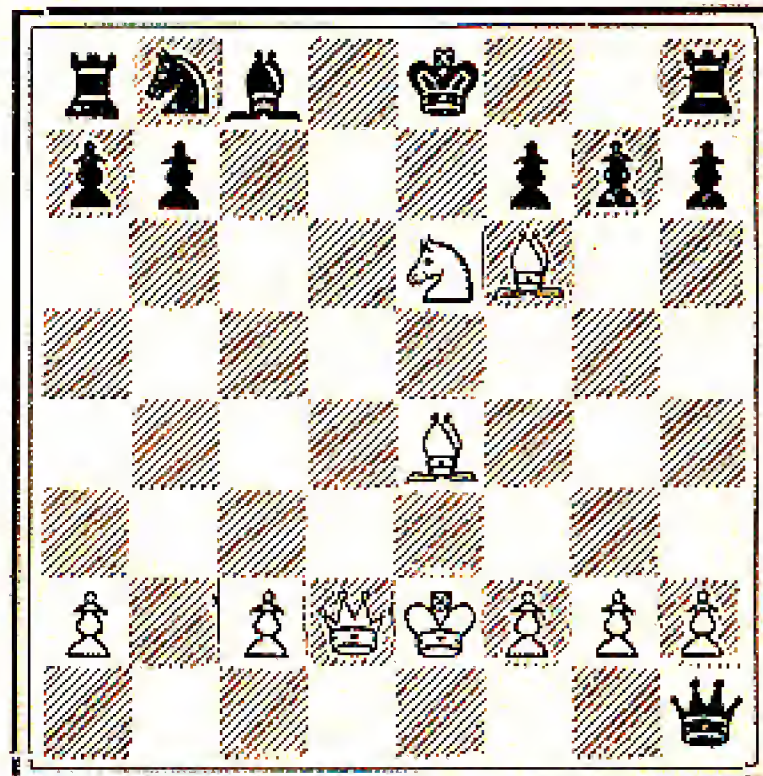
12 QxR

Apparently on the same theory. But there was nought to be done.

13 KtxP

Boom!

13 Resigns



White is threatening 14 Q-Q8 mate. And if 13 . . . Kt-Q2; 14 KtxPch, K-B1; 15 Q-Q6ch, K-Kt1; 16 Kt-B5, (threatening 17 Kt-R6 mate), P-KR4; 17 Kt-K7ch, K-B1; 18 Kt-Kt6ch, K-Kt1; 19 Q-B8ch, KtxQ; 20 Kt-K7 mate.

A game of which the player of the White forces may justly be proud. He played with utter abandon, and the calm assurance of a master.

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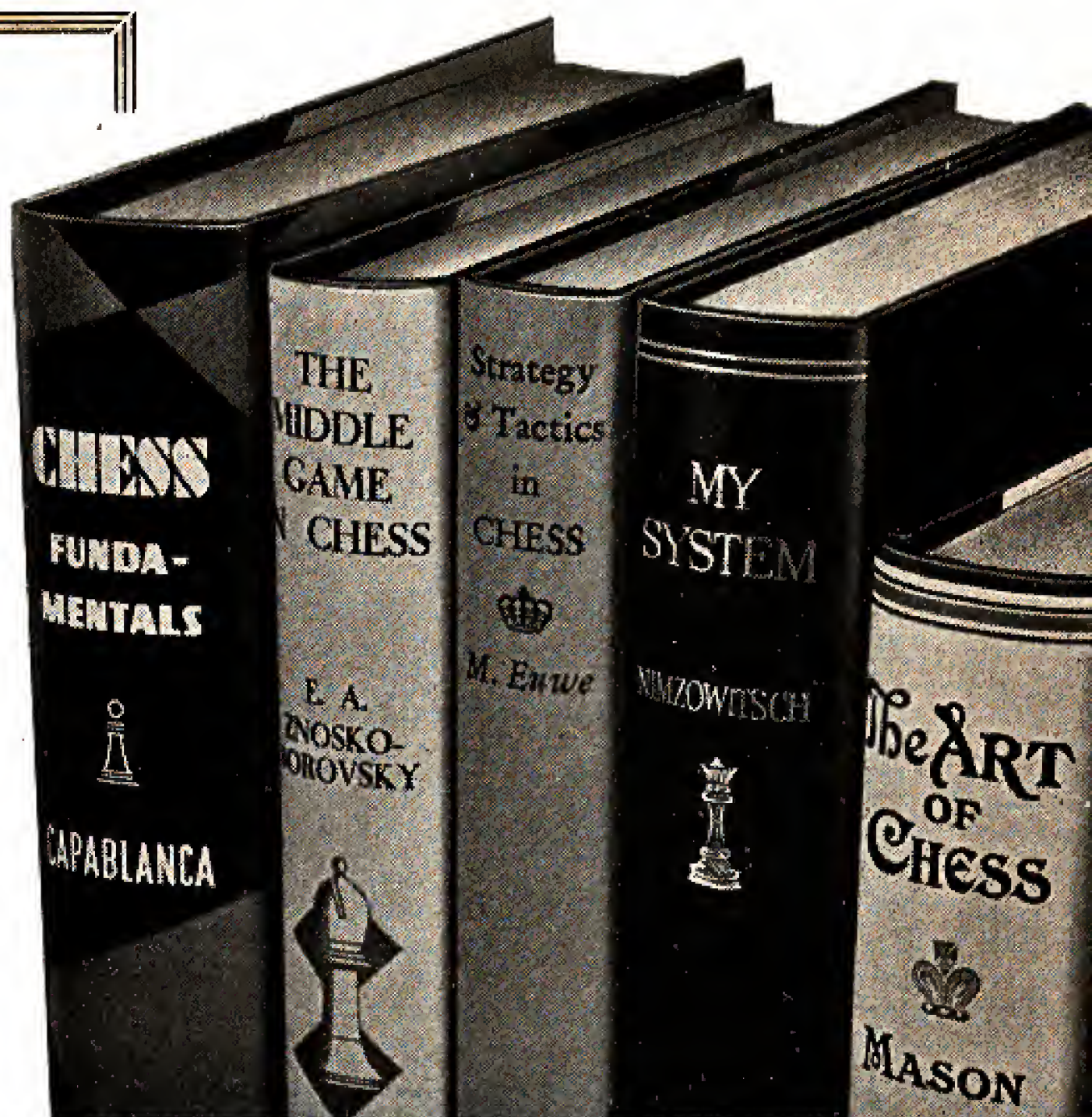
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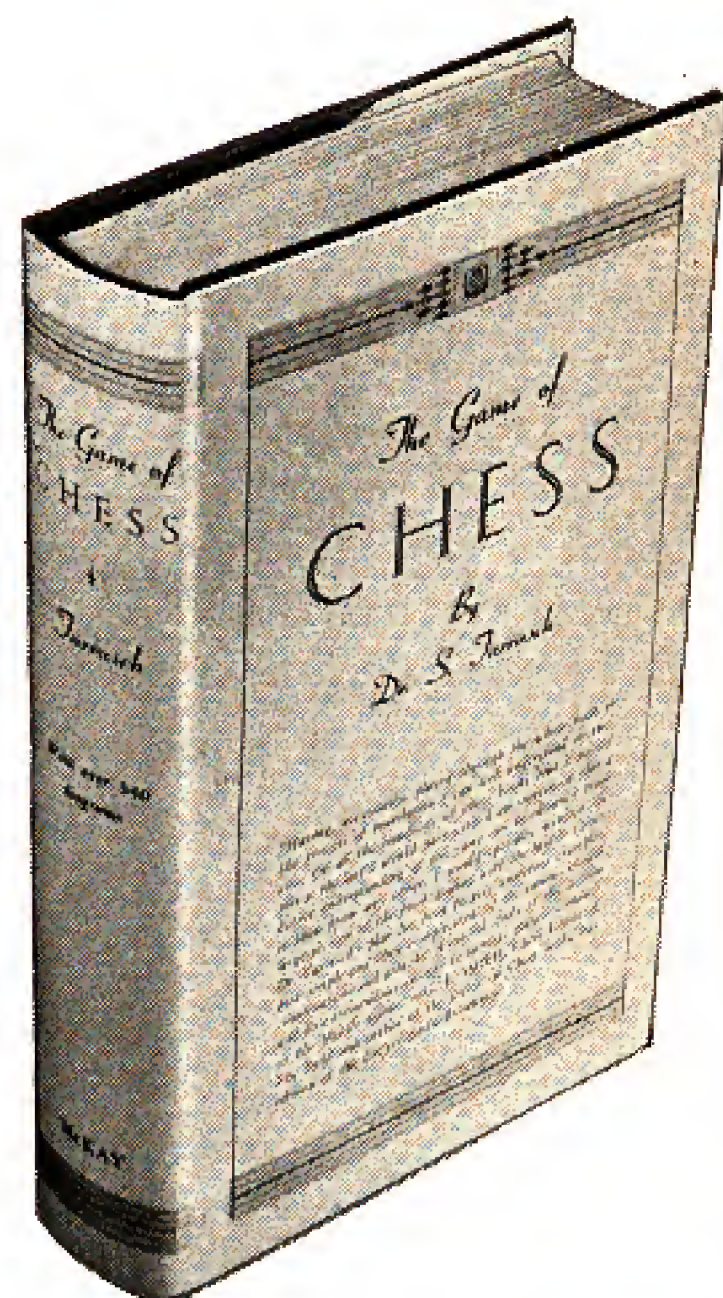
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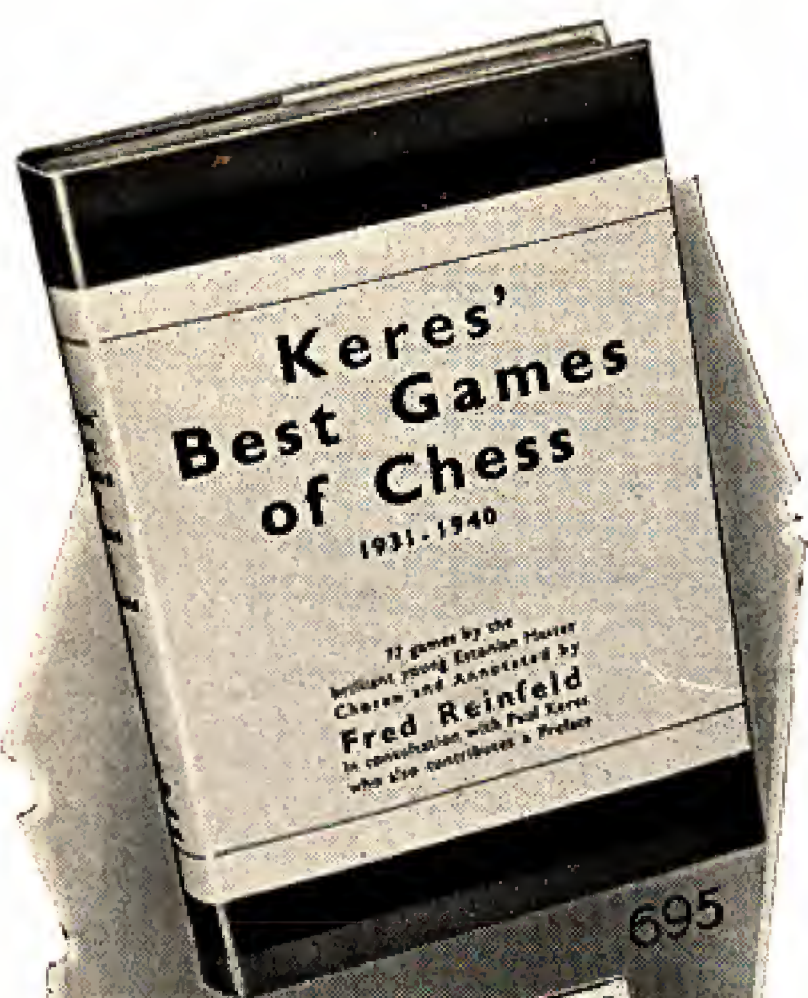
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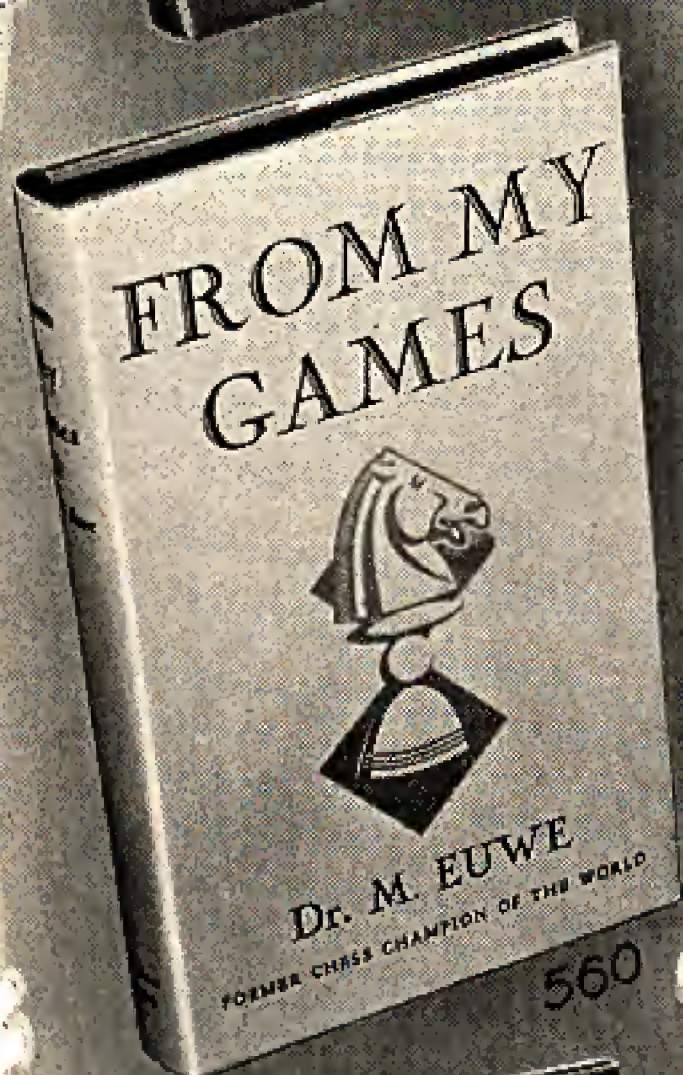
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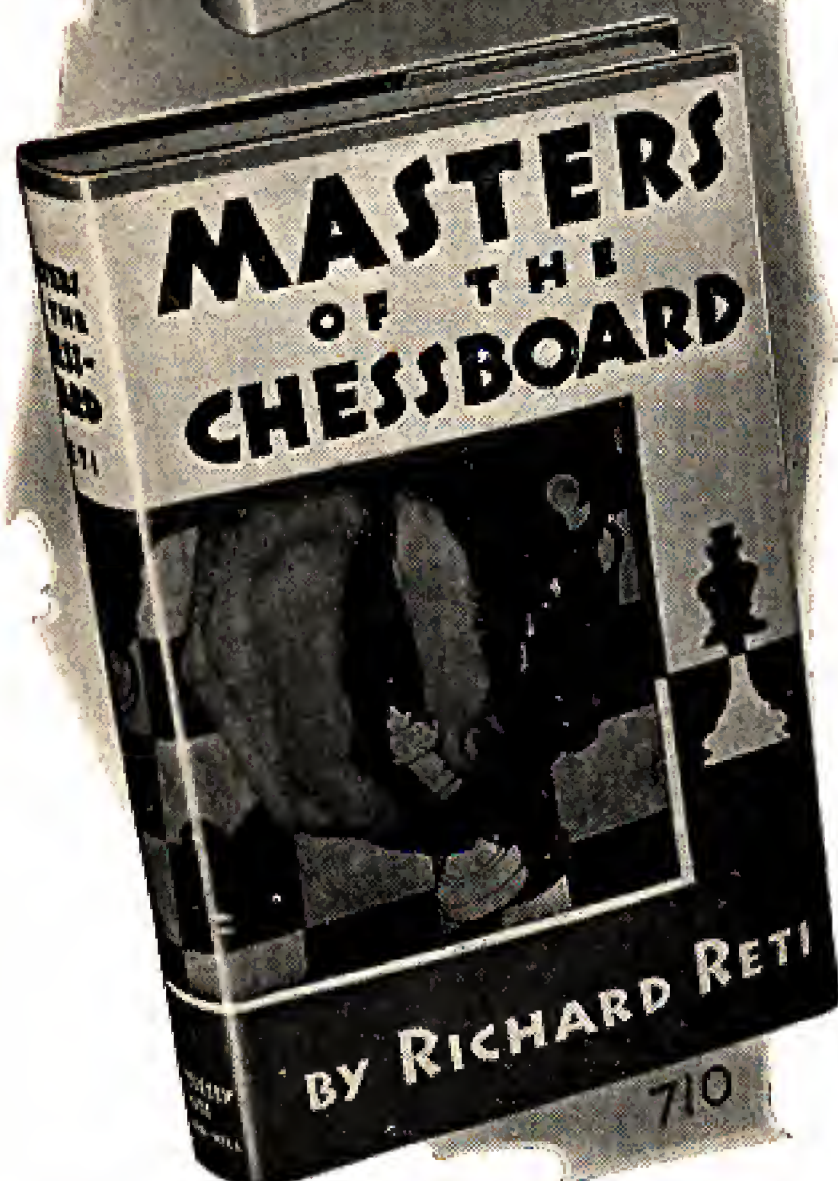
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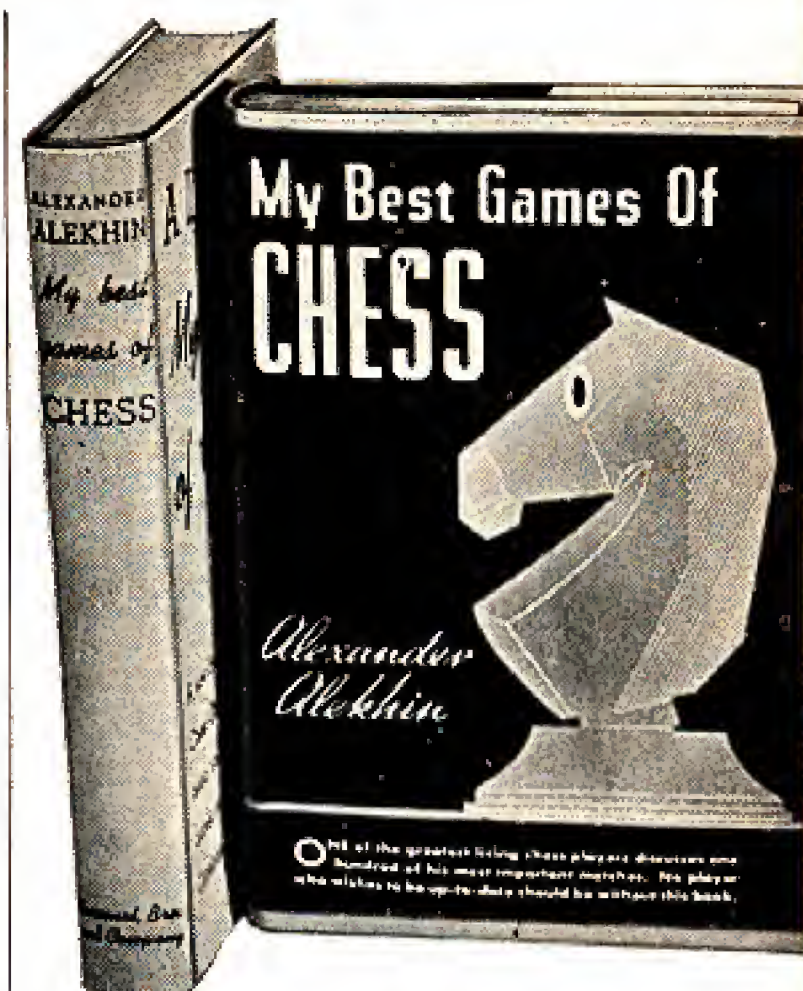
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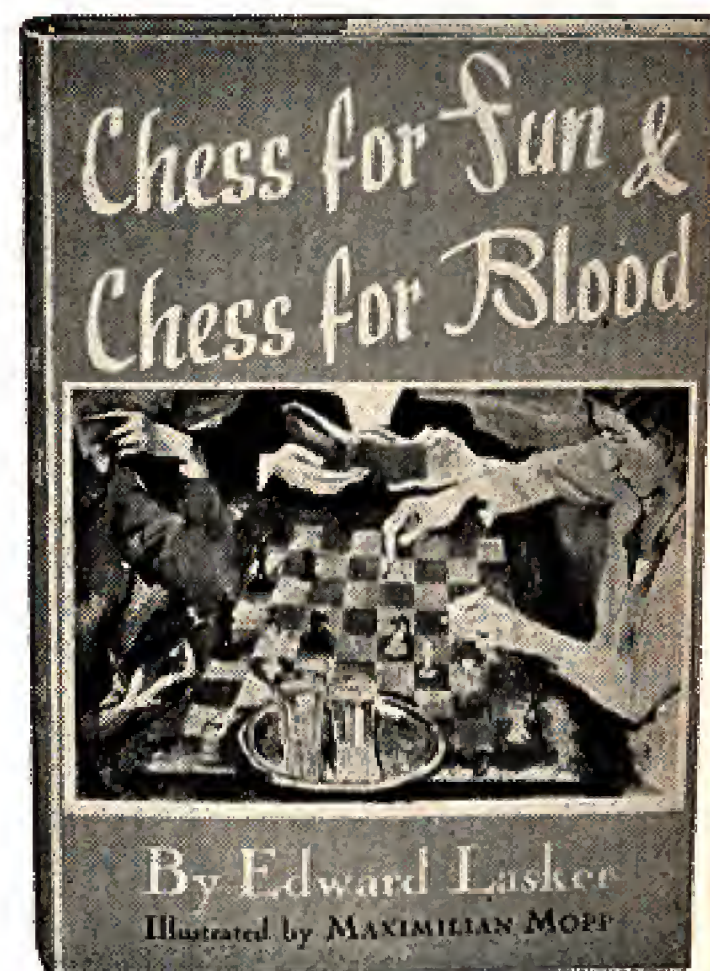
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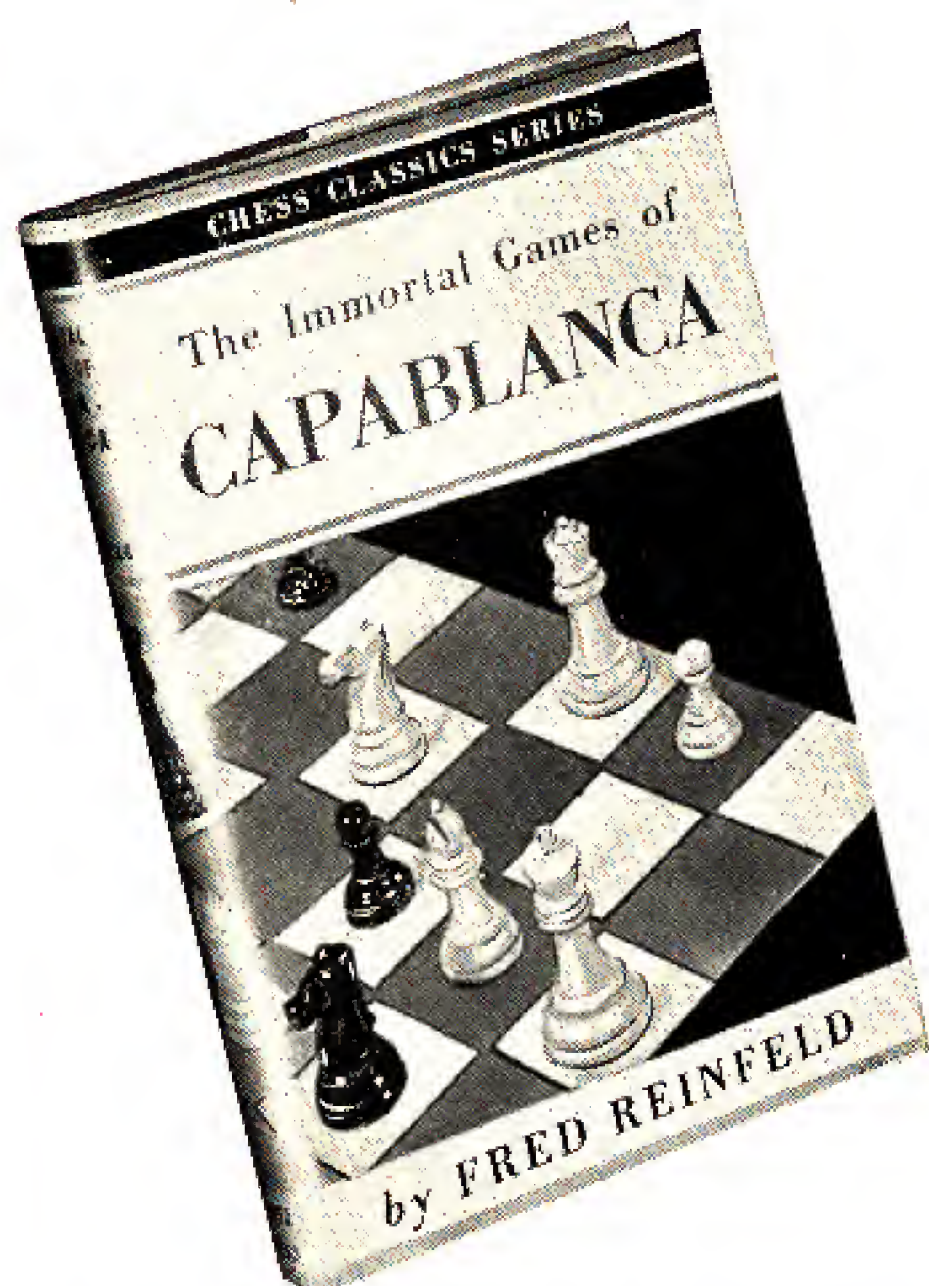
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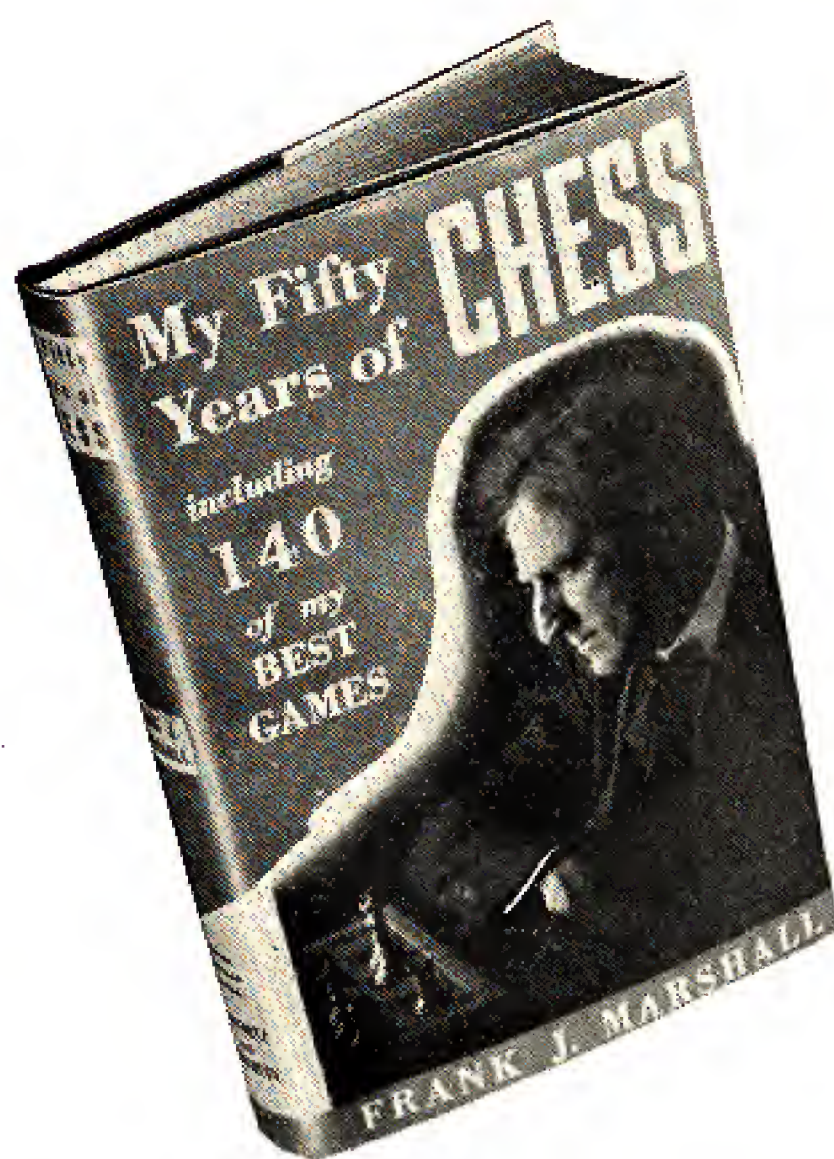
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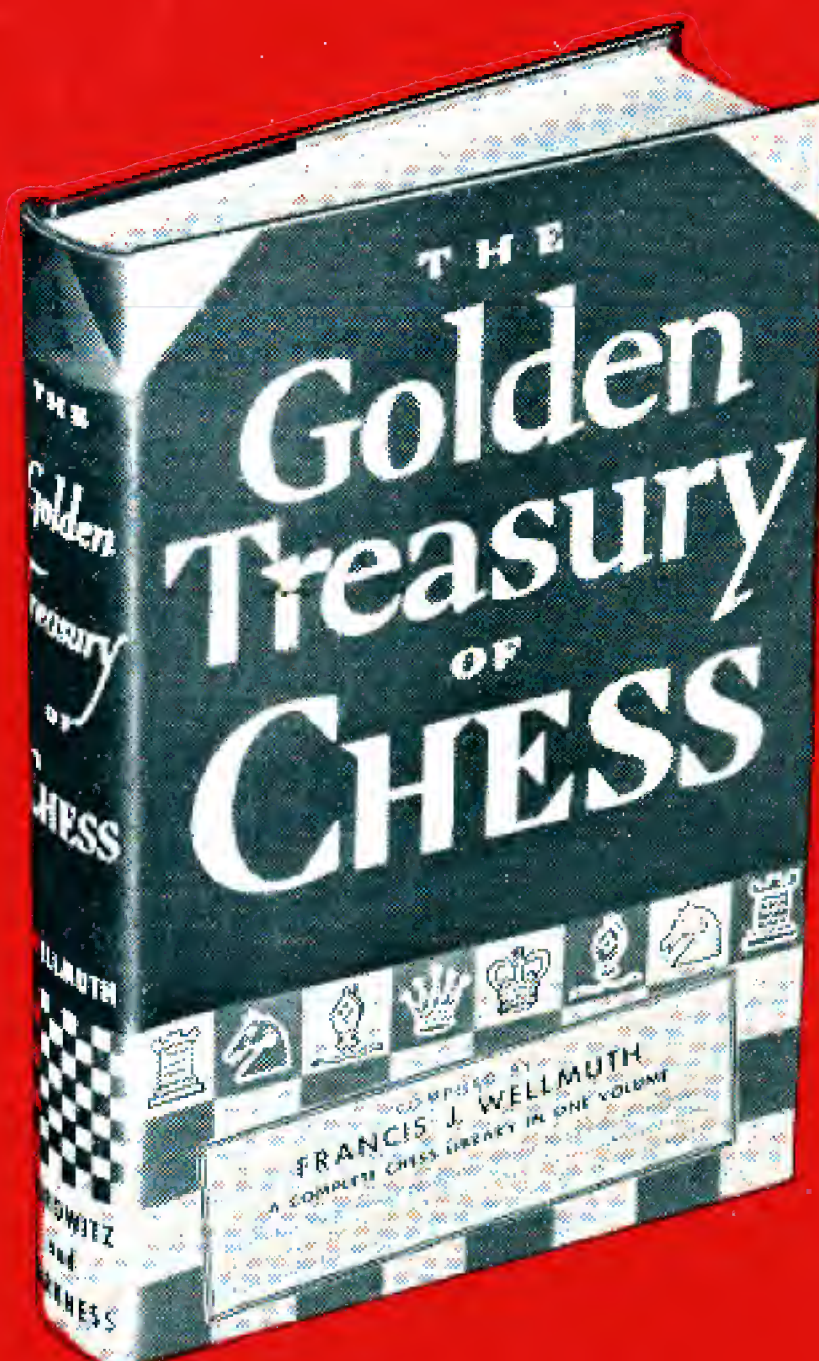
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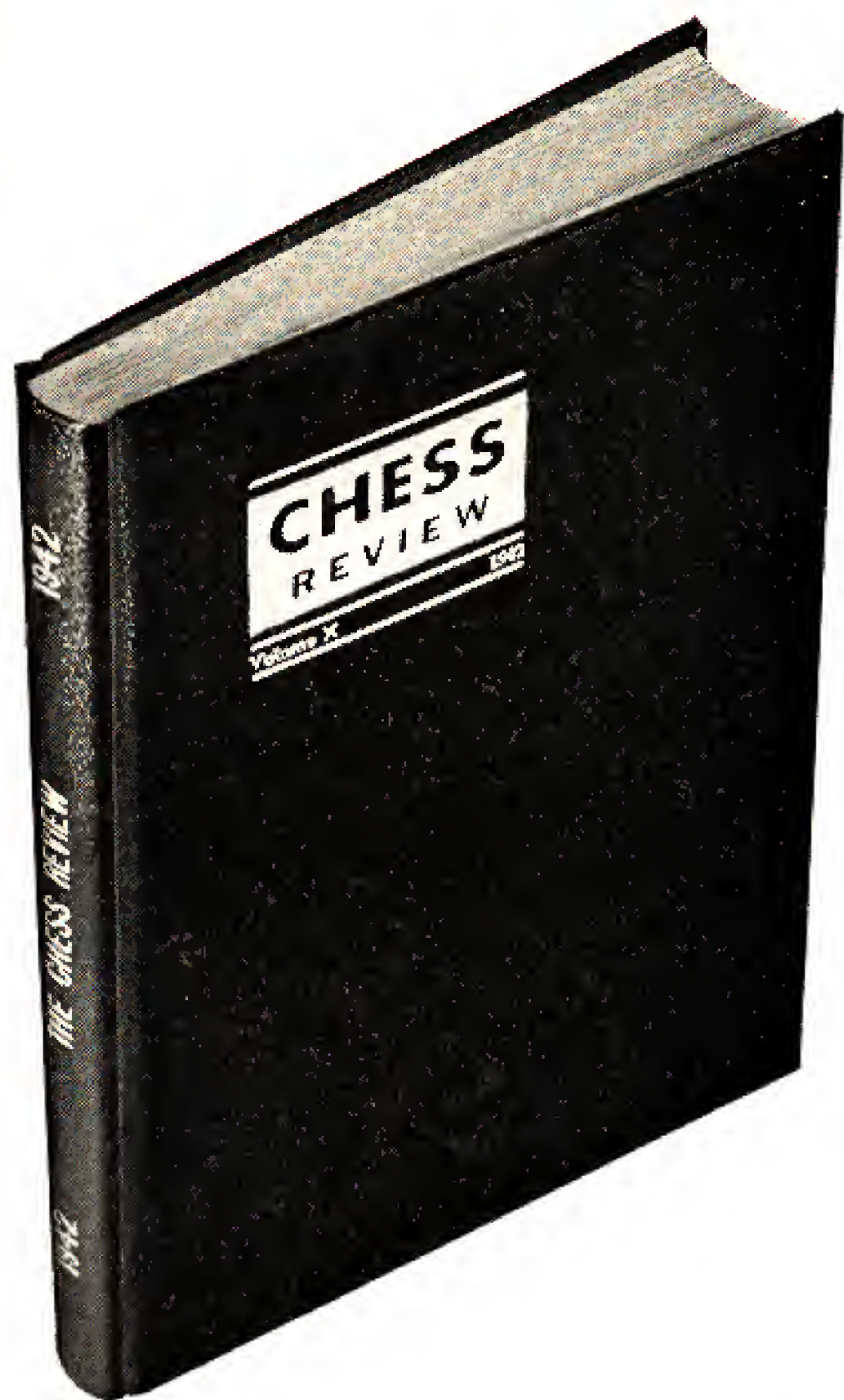


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LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

SPRAINED TONSIL

Sirs:

Enclosed please find a check
for three dollars renewing my
subscription to Chess Review.

That I do so in spite of the
write-up accorded the West Side-
Marshall match in the March
issue is a tribute to the fine
quality of your magazine. It
certainly was a magnificent apol-
ogy for the Marshall Team. San-
tasiere was in "an amiable mood
and content to draw" (He cer-
tainly should have been). Han-
auer was "a recent proud father
of a bouncing baby boy" and
Pinkus was both "off form and
out of practice." On our side,
please note for the record that
Kielson had a temperature of
108. Almgren had just given
birth to triplets, and I was play-
ing with a badly sprained left
tonsil.

Incidentally, it is worthy of
note that against a combined
Manhattan-Marshall top four of
Horowitz, Pinkus, Hanauer, and
Santasiere, the lowly West Side
C. C. scored 2½ out of a possible
4 points. It is a good thing the
lesser luminaries of the Mar-
shall Club came to the rescue
of the "stars" and made it pos-
sible to tie the match.

NORMAN LESSING
New York, N. Y.

CHESS REVIEW intended no
slight to the prowess of the
West Side team. On the con-
trary, the comments were thinly-
veiled criticism of the lacka-
daisical performance of the
Marshall team—Ed.

PENN STATE TITLE

Sirs:

With further reference to the
chess championship of Pennsyl-
vania (Chess Review, March
and April, 1943), and more par-
ticularly to the comments print-
ed under my letter in the April
issue:

(1) "(the Philadelphia organiza-
tion) . . . has been holding
annual tourneys for the
State title for 20-odd years".
It is true that tournaments
for the "State" champion-
ship have been held in
Philadelphia for a consider-
able number of years, but
under conditions of play that
precluded the entry of all
non-residents of that city. It

is significant that the tourn-
aments were always held in
Philadelphia, and under the
circumstances there is legit-
imate doubt that a "State"
championship was ever in-
volved.

(2) "the winners of the two
events (i.e., P. S. C. F. and
Philadelphia tournaments)
should play a match for the
title". While certain state
championships are decided
by such a plan, the organ-
izational division in these
states is made on an equal
geographical basis and not
on the theory that one city
may assume prerogatives
necessarily limited to much
larger territorial units.

(3) "the two organizations
should present their recom-
mendations and agree to
abide by the decisions (of
the U. S. Chess Federa-
tion)." In essence, this im-
plies that the two organiza-
tions despair of finding com-
mon ground for agreement,
and are incapable of resolv-
ing their differences without
appeal to a higher authority.

The attitude of the P. S. C. F.
has always been that a merger
of the two associations is per-
fectly feasible and, indeed, the
logical solution to the problem,
and to this end we have given
ample evidence of our good faith
and willingness to cooperate in
every way with the Philadelphia
organization. That pledge is
now renewed, and it is our opin-
ion that the formation of a sin-
gle State authority, perhaps
along the general lines of the
New York State Chess Associa-
tion, would promote chess in-
terest and accomplishment in
Pennsylvania to a heretofore un-
precedented degree.

W. M. BYLAND, President
Pennsylvania State Chess Fed.
Pittsburgh, Pa.

FINE

Sirs:

Fine certainly did a fine job
in analyzing the Bastrikoff-Rag-
osin game. I recall seeing the
score before without notes, . . .
but didn't appreciate it. Let's
have more material like this.

L. R. AYERS
Appleton, Wis.

LETTERS

(continued)

MARSHALL'S MOVE

Sirs:

The intimation, repeated again by the Weinstock letter (CHESS REVIEW, February 1943), that Marshall's move (11 . . . P-QB3) was originated by anyone but Marshall is laughable. I know for a fact that the move was accepted as Marshall's own variation by such players as K. O. Mott-Smith and John Brunnemer before 1938. The latter played a postal game with Dr. Royal S. Davis in 1936, using the variation.

It seems to have appeared in British chess for the first time in 1938, when Milner-Barry tried it unsuccessfully . . . I used it myself at Cazenovia in 1938 against Moss. Partos and some of the others who were watching the game all referred to it as Marshall's new move.

ELDOROUS DAYTON
New Rochelle, N. Y.

PERFECT

Sirs:

. . . I have been trying to think of some helpful suggestions that might improve CHESS REVIEW, but darn it all the magazine is perfect; it just can't be improved upon.

AL J. OZGO
Detroit, Mich.

BETTER WAS!!!

Sirs:

May I express admiration for the manner in which chess has appropriated English punctuation and given it a new meaning.

Almost the only move delegated to the lowly period is 1 P-Q4. This period expresses a sad "Why not." Any move with the slightest semblance of originality is honored with two exclamation points!! This means, "My, how nice!!" If the move is outstandingly brilliant it rates three of the darn things!!! Translated, they express the thought, "Holy Moses, what a guy!!!"

Then there is the question mark? You use it in an unconventional manner in that you place it at the end of a simple declarative sentence? For example, QxP? This means, "Why does he make such a lousy blunder?" Or Kt-B9?? This of course is a very unusual move and the punctuation indicates that the player ought to have his head examined. Then there is the instance of such an outstanding play as KxK??? The three question marks mean "What is this Nazi doing to us???"

Bear in mind, I have no objection to your alteration of the King's English!!!! I admire you for it???? Really, it is rather nice!?!?!?

MORTON WILD
New York, N. Y.

HERESY

Sirs:

With respect to Mr. Chauvenet's letter quoting me as saying that "all the good chess players are in New York City" I would say that Mr. Chauvenet could not possibly have heard me say such heresy and I certainly would not have written down any such statement as I know that that is very far from the fact.

In visiting all of the large chess centers of the U. S. as Vice-President of the U. S. Chess Federation I have met and played with in Tournaments very many of the out of town experts.

I mention a few of them: Marchand, Anderson and others in St. Louis, Sam Factor, Halbohm and others in Chicago, Steiner and Wolliston in California, Weaver Adams and Sam Katz in Boston, Mugridge and Mengarini in Washington, Dr. Schmidt in Detroit, Jacob Levin, Barney Winkelman and many others in Philadelphia and J. C. Thompson and Mr. Woodbury in the South.

On three occasions committees of which I was Chairman awarded brilliancy and best played game prizes to out of towners when even our own Grand Master Reuben Fine was playing for instance Anderson's win at St. Louis against Adams and Schmidt's win where the great Herman Steiner was playing. My committee awarded best played game prize to Wolliston of California where eight of our New York Masters were competing.

With respect to Mr. Chas. Harrold's suggestion that we try to have more players from out of New York City represented in our National Amateur and Professional Tournaments I would say that for 33 years and during 30 Tournaments my aim wherever I had any connection with Cable Matches, Intercollegiate Chess Leagues, National Chess Tournaments Amateur, Speed and Professional, it has been my constant aim to make it possible for as many out of town players to enter as possible. We have tried to organize district tournaments, seed players from regions and even accept outstanding players on their reputation. The question of travel, hotel and time involved has always limited these entries. Whoever can solve this problem should be a Vice-President of the Federation.

L. WALTER STEPHENS
Vice-Pres. U. S. Chess Fed.
Brooklyn, N. Y.

A LETTER TO YOU

Dear Subscriber,

As we go to press, the Ventnor City Tourney has just started. You can look for a full report, with results, pictures and best game scores in the next issue — the August-September number. The Open Federation and N. Y. State Championship Tourney at Syracuse will be covered in the October issue. Hope these events will produce lots of good games — of which there has been a shortage lately.

Our Book Department asks me to tell you that Fine's "Ideas Behind the Chess Openings" will not be out until September. Sorry, but the publishers can't avoid the delay; book publication is difficult these days.

Speaking of books, we are still giving away your choice of any \$1 chess book (or a credit of \$1 towards the purchase of a more expensive book) for each NEW subscription to CHESS REVIEW sent by a present subscriber. In this way, you can add chess books to your library at no cost to yourself, or at a big discount! Tell your friends about CHESS REVIEW and get them to subscribe. A one-year subscription is only \$3. For each NEW subscription (not a renewal and not your own) deduct \$1 credit from your book order. Send subscriptions (and book orders) to CHESS REVIEW, 250 West 57th St., New York 19, N. Y.

KENNETH HARKNESS,
Managing Editor.

P.S. Don't forget to renew your subscription if it falls due this month. You can save money by renewing for 2 years at \$5.50 or 3 years at \$7.50.



...ING GOES THE TEN-SECOND BELL! Kupchik and Fine reach forward in unison to make their moves in the 9th round of the U. S. Speed Championship Tourney on July 4th. Kupchik (right center foreground) is playing Adams (just visible at lower left corner) while Fine, beyond Kupchik, is playing Kashdan. At the lower right, watching Fine, is finalist Feldman. **CHESS REVIEW** reporters take down the scores.

Fine Retains Speed Title

At New York's Capital Hotel, on July 4th, REUBEN FINE scored eleven straight wins to retain the U. S. Lightning Chess Championship for another year. National Champion SAMUEL RESHEVSKY finished in second place with a score of 9-2. Third and fourth prizes went to ABRAHAM KUPCHIK and ISAAC KASHDAN respectively.

Fine swept aside all opposition and again demonstrated that he is the No. 1 U. S. player of fast chess. In the preliminaries and finals he played a total of 22 games without a single loss, yielded only 2 draws. At the rate of ten seconds a move, the country's leading chessmasters were unable to match the terrific pace set by the speed champion. Kashdan, Kupchik, Horowitz, Adams, Green, Seid-

man and other chess stars were the victims of Fine's devastating accuracy.

Longtime rivals Reshevsky and Fine—both world championship contenders and outstanding among American masters—met in the final round to play the deciding game. Reshevsky had drawn two and needed a win to tie the score; but his hopes vanished when Fine forced his resignation in 38 moves.

About 200 spectators attended this popular one-day tournament, inaugurated last year and held under the auspices of the U. S. Chess Federation. Forty-eight players from various parts of the U. S. took part in the event. Moving in unison every ten seconds, the contestants played the imposing total of 528 games of chess in the afternoon and evening sessions!



REUBEN FINE and SAMUEL RESHEVSKY

They finished 1-2 in the Speed Championship Tourney and shake hands for the camera. Sammy is holding his 2nd prize check.

The entries were divided into four groups and preliminary play started at 2 p.m. Three from each preliminary section won the right to compete for the title in the evening session. Some upsets featured the afternoon play. Arnold S. Denker lost to Sergt. Soudakoff in the last round and thus failed to make the championship group in the finals; he did not continue. Albert S. Pinkus was expected to qualify but failed to make the grade. Amateur Champion Edward S. Jackson was barely outpointed by Philadelphia's Irving Heitner who made the finals and knocked out Jackson in the last round. Reshevsky lost 1½ points in the preliminaries, including a defeat at the hands of Oscar Tenner.

The players who failed to qualify for the championship section competed in the Class B, Class C and Class D finals of the evening session. The groups were formed in accordance with the standings in the preliminaries. Pinkus won the medal in Class B. M. Saltzberg finished at the top in Class C and Benjamin Altman took the honors in Class D.

The complete results in all four final sections were as follows:

CLASS A FINALS
U. S. SPEED CHAMPIONSHIP

| | W | L | D | Score |
|----------------|----|---|---|-------|
| R. Fine | 11 | 0 | 0 | 11 -0 |
| S. Reshevsky | 8 | 1 | 2 | 9 -2 |
| A. Kupchik | 7 | 4 | 0 | 7 -4 |
| I. Kashdan | 5 | 4 | 2 | 6 -5 |
| M. Green | 5 | 5 | 1 | 5½-5½ |
| I. Heitner | 3 | 4 | 4 | 5 -6 |
| I. A. Horowitz | 4 | 5 | 2 | 5 -6 |
| Pfc H. Seidman | 3 | 5 | 3 | 4½-6½ |
| Dr. H. Sussman | 3 | 5 | 3 | 4½-6½ |
| W. W. Adams | 3 | 7 | 1 | 3½-7½ |
| A. Feldman | 1 | 7 | 3 | 2½-8½ |
| E. Schwartz | 2 | 8 | 1 | 2½-8½ |

CLASS B FINALS

| | W | L | D | Score |
|------------------------------------|----|----|---|--------|
| A. S. Pinkus | 10 | 0 | 1 | 10½- ½ |
| Sergt. J. Soudakoff | 8 | 2 | 1 | 8½-2½ |
| O. Tenner | 7 | 3 | 1 | 7½-3½ |
| Dr. J. Platz | 6 | 3 | 2 | 7 -4 |
| S. Almgren | 6 | 4 | 1 | 6½-4½ |
| N. Marder | 6 | 4 | 1 | 6½-4½ |
| E. S. Jackson | 3 | 3 | 5 | 5½-5½ |
| C. D. Saxon | 5 | 6 | 0 | 5 -6 |
| J. Goodman | 3 | 6 | 2 | 4 -7 |
| I. White | 4 | 7 | 0 | 4 -7 |
| A. DiCamillo | 1 | 10 | 0 | 1 -10 |
| A. S. Denker (forfeited all games) | 0 | 11 | 0 | 0 -11 |

CLASS C FINALS

| | W | L | D | Score |
|----------------|---|----|---|-------|
| M. Saltzberg | 9 | 1 | 1 | 9½-1½ |
| I. Chernev | 8 | 2 | 1 | 8½-2½ |
| I. Rivise | 8 | 2 | 1 | 8½-2½ |
| S. Rubinow | 7 | 3 | 1 | 7½-3½ |
| L. Williams | 7 | 3 | 1 | 7½-3½ |
| A. Martin | 4 | 4 | 3 | 5½-5½ |
| A. Rothman | 4 | 5 | 2 | 5 -6 |
| A. Turner | 4 | 5 | 2 | 5 -6 |
| A. A. Link | 3 | 5 | 3 | 4½-6½ |
| R. G. Anderson | 2 | 9 | 0 | 2 -9 |
| Dr. A. Buschke | 1 | 9 | 1 | 1½-9½ |
| L. Voss | 0 | 11 | 0 | 0 -11 |

CLASS D FINALS

| | W | L | D | Score |
|------------------|---|---|---|-------|
| B. Altman | 9 | 1 | 0 | 9 -1 |
| D. Sibbett | 8 | 0 | 1 | 8½-1½ |
| L. Persinger | 7 | 2 | 1 | 7½-2½ |
| Dr. R. J. Slater | 5 | 2 | 3 | 6½-3½ |
| S. Bernstein | 5 | 5 | 0 | 5 -5 |
| E. Johnson | 4 | 6 | 0 | 4 -6 |
| C. Tears | 4 | 6 | 0 | 4 -6 |
| I. Freisner | 3 | 6 | 1 | 3½-6½ |
| A. Onderdonk | 3 | 7 | 0 | 3 -7 |
| R. Hays | 3 | 7 | 0 | 3 -7 |
| E. Melnick | 1 | 9 | 0 | 1 -9 |

At the conclusion of play, around 11 p.m., U. S. Chess Federation Vice-President L. Walter Stephens, director of the tournament, awarded the prizes.

Speed Champion Fine, hot and dishevelled after his brilliant exhibition of stamina and skill, but smiling broadly nonetheless, received the first prize of \$50 and the custody of the Sturgis-Stephens Trophy for another year. (See Front Cover).

U. S. Champion Reshevsky was awarded second prize of \$25 and then shook hands with Fine for the camera. Chessmaster Kupchik, veteran of countless tournaments at home and abroad, received a big hand from the crowd as he was presented with third prize of \$15. Fourth prize of \$10 was awarded to Internationalist Kashdan. The winners of the Class B, C and D groups were given medals.

CHESS REVIEW Reports Game Scores

At the fast rate of play, contestants were unable to record the scores of their games, but CHESS REVIEW reporters took down the moves of all important games as they were being played.

The scores show that masters play almost as good chess at ten seconds a move as they do when playing at a slow time limit! Needless to say, a few blunders are made—but surprisingly few. Some of the games are full of fireworks. The one between Fine and Kupchik is a real thriller (see Page 190). In this game Kupchik made a nice 5-move combination sacrificing a Knight and then regaining the piece with two pawns and the attack to boot. Kupchik had just ten seconds to work out that combination!

A few of the games are published this month. More will be released in later issues.



Seated, standing and up on chairs, spectators completely encircle the players to watch the deciding game between Reshevsky and Fine in the last round of the U. S. Speed Championship Tournament. Only a few were able to see what was going on. CHESS REVIEW reporters took down the score which appears at the right.

Fine was nervous and Reshevsky played with calm assurance—but lost. Fine accepted the Queen's Gambit, built up a good position, won a Pawn after his 30th move when Reshevsky was forced to move his Queen to avoid 31 . . . Kt-B5ch. A quick attack on the King then decided the game.

Additional games from the Speed Tourney on the next page.

All photos by CHESS REVIEW Photographer NED GOLDSCHMIDT.

QUEEN'S GAMBIT ACCEPTED

Samuel Reshevsky

White

| | |
|-------------|--------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | PxP |
| 3 Kt-KB3 | Kt-KB3 |
| 4 P-K3 | P-K3 |
| 5 BxP | P-B4 |
| 6 O-O | P-QR3 |
| 7 Q-K2 | PxP |
| 8 R-Q1 | P-QKt4 |
| 9 B-Kt3 | B-K2 |
| 10 P-QR4 | PxRP |
| 11 RxQP | Q-B2 |
| 12 BxPch | B-Q2 |
| 13 Kt-B3 | BxB |
| 14 R(1)xB | O-O |
| 15 P-K4 | Kt-B3 |
| 16 R(Q4)-B4 | KR-Q1 |
| 17 P-K5 | Kt-Q4 |
| 18 KtxKt | RxKt |
| 19 P-R3 | Q-Q2 |
| 20 B-B4 | P-QR4 |

Reuben Fine

Black

| | |
|------------|--------|
| 21 R-R1 | Kt-Kt5 |
| 22 K-R2 | R-Q1 |
| 23 B-Kt5 | P-R3 |
| 24 BxB | QxB |
| 25 QR-QB1 | Kt-Q6 |
| 26 R(1)-B3 | Q-Kt2 |
| 27 P-QKt3 | Q-Kt1 |
| 28 R-B7 | Q-Kt5 |
| 29 P-Kt3 | Q-Kt3 |
| 30 K-Kt2 | Q-Kt4 |
| 31 Q-K4 | KtxKP |
| 32 Q-KB4 | P-B4 |
| 33 KtxKt | RxKt |
| 34 R-K7 | Q-Q4ch |
| 35 K-R2 | R-K8 |
| 36 R-B3 | Q-Q8 |
| 37 RxPch | KxR |
| 38 P-KKt4 | Q-Q3 |
| Resigns | |

Speed Championship Games

QUEEN'S PAWN OPENING

| Isaac Kashdan | | Reuben Fine | |
|---------------|--------|-------------|--------|
| White | | Black | |
| 1 P-Q4 | Kt-KB3 | 20 P-QKt4 | P-QR3 |
| 2 P-QB4 | P-K3 | 21 Q-Kt3 | K-R1 |
| 3 Kt-QB3 | B-Kt5 | 22 P-QR4 | Kt-B4 |
| 4 Q-B2 | Kt-B3 | 23 B-B5 | Kt-Q3 |
| 5 Kt-B3 | P-Q3 | 24 P-Kt5 | PxP |
| 6 P-KKt3 | O-O | 25 BPxP | BxKt |
| 7 B-Kt2 | P-K4 | 26 BxB | P-QKt3 |
| 8 PxP | PxP | 27 B-QKt4 | P-K5 |
| 9 O-O | BxKt | 28 B-Kt2 | P-KB4 |
| 10 QxB | Kt-K5 | 29 R-B6 | P-B5 |
| 11 Q-B2 | Kt-Q3 | 30 BxKt | PxB |
| 12 R-Q1 | B-B4 | 31 RxKtP | P-K6 |
| 13 Q-R4 | Q-K2 | 32 BPxP | PxKP |
| 14 B-K3 | B-Q2 | 33 Q-B3 | P-K7 |
| 15 QR-B1 | Kt-Q5 | 34 Q-K1 | Q-B3 |
| 16 Q-R3 | KtxPch | 35 R-B6 | Q-B8ch |
| 17 K-R1 | KtxR | 36 BxQ | RxBch |
| 17 RxKt | B-B3 | Resigns | |
| 19 Q-B3 | QR-K1 | | |

QUEEN'S PAWN OPENING

| Samuel Reshevsky | | Isaac Kashdan | |
|------------------|--------|---------------|---------|
| White | | Black | |
| 1 P-Q4 | Kt-KB3 | 17 PxP | PxB |
| 2 P-QB4 | P-K3 | 18 Kt-QR4 | BxB |
| 3 Kt-QB3 | P-Q4 | 19 QxB | Kt-K5 |
| 4 B-Kt5 | QKt-Q2 | 20 KR-B1 | P-KB1 |
| 5 PxP | PxP | 21 Kt-K5 | QR-B1 |
| 6 P-K3 | P-B3 | 22 Q-R6 | R-B2 |
| 7 Q-B2 | B-K2 | 23 RxP | RxR |
| 8 B-Q3 | O-O | 24 QxR | QxQ |
| 9 Kt-B3 | R-K1 | 25 KtxQ | Kt-K3 |
| 10 P-KR3 | Kt-B1 | 26 R-Kt7 | P-QR3 |
| 11 B-KB4 | B-Q3 | 27 R-K7 | K-B1 |
| 12 BxB | QxB | 28 RxP | Kt-B3 |
| 13 O-O | P-KKt3 | 29 R-QKt7 | P-B5 |
| 14 QR-Kt1 | Kt-K3 | 30 Kt-K5 | P-Kt4 |
| 15 P-QKt4 | Kt-Kt2 | 31 R-B7ch | Resigns |
| 16 P-Kt5 | B-B4 | | |

FRENCH DEFENSE

| Reuben Fine | | Abraham Kupchik | |
|-------------|----------|-----------------|----------|
| White | | Black | |
| 1 P-K4 | P-K3 | 28 P-R3 | B-R3 |
| 2 P-Q4 | P-Q4 | 29 K-R2 | P-R5 |
| 3 Kt-Q2 | Kt-KB3 | 30 B-Q1 | R-Kt6 |
| 4 P-K5 | KKt-Q2 | 31 B-KB2 | R(1)-Kt1 |
| 5 B-Q3 | P-QB4 | 32 BxR | RxB |
| 6 P-QB3 | Kt-QB3 | 33 B-Kt4 | B-Q2 |
| 7 Kt-K2 | Q-Kt3 | 34 R-QB1 | Kt-B3 |
| 8 Kt-B3 | B-K2 | 35 R-KKt1 | RxR |
| 9 O-O | P-KR3 | 36 KxR | KtxKP! |
| 10 P-QR3 | P-B5 | 37 PxKt | QxKP |
| 11 B-B2 | Kt-R4 | 38 Q-Q4 | Q-K8ch |
| 12 R-Kt1 | Kt-Kt6 | 39 K-Kt2 | Q-Kt6ch |
| 13 B-K3 | P-QR4 | 40 K-B1 | BxKt |
| 14 P-QR4 | Kt-Kt1 | 41 Q-B5ch | B-B3 |
| 15 Kt-Q2 | KtxKt | 42 Q-B8ch | K-B2 |
| 16 QxKt | B-Q2 | 43 QxPch | K-Kt1 |
| 17 P-B4 | P-Kt3 | 44 Q-B8ch | K-B2 |
| 18 P-KKt4 | P-R4 | 45 Q-K7ch | B-Q2 |
| 19 P-B5 | KtPxP | 46 Q-B5ch | B-B3 |
| 20 PxBP | Kt-B3 | 47 P-B7 | Q-Q6ch |
| 21 Kt-B4 | O-O-O | 48 R-K2 | Q-Q8ch |
| 22 P-Kt3 | PxKtP | 49 R-K1 | Q-Q6ch |
| 23 RxP | Q-B2 | 50 R-K2 | Q-Q8ch |
| 24 KR-Kt1 | QR-Kt1ch | 51 K-Kt2 | P-Q5ch |
| 25 K-R1 | Kt-Q1 | 52 QxBch | KxQ |
| 26 P-B6 | B-B1 | 53 P-B8(Q) | B-K6 |
| 27 R(3)-Kt2 | B-B3 | 54 RxB | Resigns |

QUEEN'S INDIAN DEFENSE

| Reuben Fine | | Dr. Harold Sussman | |
|-------------|--------|--------------------|--------|
| White | | Black | |
| 1 P-Q4 | Kt-KB3 | 13 P-R4 | P-B5 |
| 2 Kt-KB3 | P-QKt3 | 14 B-K3 | R-B1 |
| 3 P-B4 | B-Kt2 | 15 P-R3 | Kt-B4 |
| 4 P-KKt3 | P-K3 | 16 Q-B2 | Kt-R4 |
| 5 B-Kt2 | P-B4 | 17 K-R2 | P-B4 |
| 6 P-Q5 | PxP | 18 PxP | PxP |
| 7 Kt-R4 | P-Q3 | 19 KtxP | Kt-Kt6 |
| 8 O-O | P-Kt3 | 20 QR-K1 | Q-B3 |
| 9 PxP | B-Kt2 | 21 P-Kt4 | B-KR1 |
| 10 P-K4 | O-O | 22 B-K4 | Kt-Kt2 |
| 11 Kt-QB3 | QKt-Q2 | 23 P-Kt5 | Q-Q1 |
| 12 P-B4 | P-QR3 | 24 Kt-R6 | mate. |

SICILIAN DEFENSE

| Isaac Kashdan | | Abraham Kupchik | |
|---------------|--------|-----------------|---------|
| White | | Black | |
| 1 P-K4 | P-QB4 | 16 P-Kt5 | Kt-K1 |
| 2 Kt-KB3 | P-Q3 | 17 Q-Kt2 | P-Kt5 |
| 3 P-Q4 | PxP | 18 Kt(B3)-K2 | P-K4 |
| 4 KtxP | Kt-KB3 | 19 Kt-B5 | BxKt |
| 5 Kt-QB3 | P-QR3 | 20 PxB | Kt-Kt3 |
| 6 B-K2 | P-K3 | 21 P-B6 | B-Q1 |
| 7 O-O | B-K2 | 22 B-Kt4 | R-Kt1 |
| 8 P-B4 | O-O | 23 PxKtP | KtxP |
| 9 K-R1 | QKt-Q2 | 24 P-B5 | QxP |
| 10 B-K3 | Q-B2 | 25 P-B6 | Kt-K1 |
| 11 B-B3 | Kt-Kt3 | 26 B-B5 | Q-B5 |
| 12 Q-K2 | B-Q2 | 27 Q-R3 | Q-B3ch |
| 13 QR-Q1 | QR-B1 | 28 K-Kt1 | P-KR4 |
| 14 P-KKt4 | Kt-B5 | 29 QxP | Resigns |
| 15 B-B1 | P-QKt4 | | |

QUEEN'S PAWN OPENING

| Abraham Kupchik | | I. A. Horowitz | |
|-----------------|--------|----------------|---------|
| White | | Black | |
| 1 P-Q4 | P-Q4 | 27 P-Kt3 | B-B3 |
| 2 Kt-KB3 | Kt-KB3 | 28 K-B2 | Q-R4 |
| 3 P-B4 | P-K3 | 29 Q-B2 | Q-Q1 |
| 4 Kt-B3 | P-B4 | 30 Q-B5 | B-K2 |
| 5 BPxP | KtxP | 31 Q-B3 | K-B1 |
| 6 P-K3 | Kt-QB3 | 32 B-QB1 | Q-Kt3 |
| 7 B-K2 | B-K2 | 33 B-K3 | Q-Q1 |
| 8 O-O | O-O | 34 K-K2 | P-KR4 |
| 9 P-K4 | KtxKt | 35 B-QB2 | P-R5 |
| 10 PxKt | PxP | 36 B-Kt3 | PxP |
| 11 PxP | P-QKt3 | 37 PxP | B-Q3 |
| 12 B-K3 | B-Kt2 | 38 B-B2 | Q-Kt4 |
| 13 Q-R4 | R-B1 | 39 Q-K3 | Q-R4 |
| 14 QR-B1 | P-QR3 | 40 P-Kt4 | Q-R7 |
| 15 KR-Q1 | P-QKt4 | 41 P-Q5 | PxP |
| 16 Q-Kt3 | Kt-R4 | 42 Q-Kt6 | K-Kt1 |
| 17 Q-Kt1 | RxR | 43 QxQB | B-Kt6 |
| 18 RxR | Q-R1 | 44 Q-R7 | K-R2 |
| 19 Kt-Q2 | R-B1 | 45 BxP | P-B3 |
| 20 B-Q3 | B-R6 | 46 B-K6 | P-Kt5 |
| 21 R-B2 | P-R3 | 47 B-B5ch | K-R3 |
| 22 P-B3 | B-K2 | 48 Q-K3ch | B-B5 |
| 23 Kt-Kt3 | KtxKt | 49 Q-B5 | B-Kt6 |
| 24 QxKt | RxR | 50 B-K6 | B-K4 |
| 25 QxR | Q-QB1 | 51 Q-B1ch | Resigns |
| 26 Q-Kt3 | Q-B2 | | |

Yanofsky Retains Canadian Title

By winning all of his eleven games in the Canadian Chess Federation Tournament, held at Dalhousie, N. B., during the first two weeks of June, Winnipeg's ABE YANOFSKY, 19, retains the Dominion chess title and the Drewry Cup for another year.

Runner-up was CHARLES SMITH, recent winner of the Montreal Championship, with a score of 10-1, Quebec City Champion JULES THERIEN finished in third place with 9-2.



Canadian Championship Final Standings

| | W | L | D | Pts. |
|--------------------------------|----|---|---|------|
| A. Yanofsky, Winnipeg | 11 | 0 | 0 | 11 |
| C. Smith, Montreal | 10 | 1 | 0 | 10 |
| J. Therien, Quebec City | 9 | 2 | 0 | 9 |
| G. F. Doyle, St. John, N. B. | 6 | 4 | 1 | 6½ |
| S. B. Wilson, Montreal | 6 | 4 | 1 | 6½ |
| O. M. MacConnell, Halifax | 4 | 4 | 3 | 5½ |
| W. E. Mayfield, Halifax | 5 | 6 | 0 | 5 |
| H. L. McAlary, St. John, N. B. | 3 | 8 | 0 | 3 |
| R. B. Richardson, P. E. I. | 3 | 8 | 0 | 3 |
| F. M. Wren, Halifax | 3 | 8 | 0 | 3 |
| G. R. Balmer, Dalhousie | 2 | 9 | 0 | 2 |
| G. S. Grimmer, Dalhousie | 1 | 9 | 1 | 1 |

Yanofsky and Smith both succeeded in defeating Therien and the contest developed into a neck-and-neck race between the two leaders. They met in the final round, each with a clean score, Smith put up a good fight but Yanofsky had winning chances near the end, when Smith blundered and made it easy for the champion.

Yanofsky made a fine showing in U. S. Tournaments last year, winning first prize at Ventnor City and finishing in a tie with Herman Steiner in the Federation Open Championship at Dallas. The Dominion Champion expects to join the RCAF in the near future but may be able to compete at Syracuse in August.

| KING'S INDIAN DEFENSE | | | |
|-----------------------|--------|--------------|--------|
| Charles Smith | | Abe Yanofsky | |
| White | | Black | |
| 1 P-Q4 | Kt-KB3 | 23 Q-K3 | P-KR4 |
| 2 P-QB4 | P-KKt3 | 24 Kt-K5 | Q-B1 |
| 3 P-KKt3 | P-Q4 | 25 Q-Q3 | K-Kt2 |
| 4 Kt-KB3 | P-B3 | 26 Kt-B3 | Q-KB4 |
| 5 PxP | PxP | 27 B-B1 | P-R5 |
| 6 Kt-B3 | B-Kt2 | 28 P-KR3 | PxP |
| 7 B-Kt2 | Kt-B3 | 29 PxP | P-KKt4 |
| 8 O-O | O-O | 30 P-KKt4 | Q-B1 |
| 9 P-Kt3 | B-B4 | 31 B-Kt2 | P-K3 |
| 10 B-Kt2 | Q-B1 | 32 Kt-Q2 | Kt-Q3 |
| 11 R-B1 | B-R6 | 33 Kt-B3 | Q-B2 |
| 12 Kt-K5 | BxB | 34 Kt-Q2 | Q-B3 |
| 13 KxB | Q-K1 | 35 K-B3 | Q-B2 |
| 14 KtxKt | QxKt | 36 K-Kt2 | B-K2 |
| 15 Kt-R4 | Q-Q3 | 37 P-K4 | PxP |
| 16 Kt-B5 | P-Kt3 | 38 KtxP | KtxKt |
| 17 Kt-Q3 | QR-B1 | 39 QxKt | B-B3 |
| 18 Q-Q2 | Kt-K5 | 40 Q-Q3 | Q-B3ch |
| 19 Q-K3 | B-B3 | 41 K-B2 | Q-R8 |
| 20 RxR | RxR | 42 Q-QB3 | Q-R7ch |
| 21 R-B1 | RxR | 43 K-K1 | P-Kt4 |
| 22 QxR | Q-Q2 | 44 P-R3 | Q-Kt7 |

ABE YANOFSKY

| | | | |
|----------|--------|--------------|---------|
| 45 K-Q1 | Q-K5 | 52 K-B1 | Q-B5ch |
| 46 K-B1 | Q-Q4 | 53 K-Q2 | K-B1 |
| 47 Q-K3 | P-R4 | 54 Q-KKt3 | Q-Q4 |
| 48 K-B2 | K-Kt1 | 55 Q-K3??(a) | P-K4 |
| 49 K-B1 | P-R5 | 56 K-Q3 | Q-Kt6ch |
| 50 PxP | Q-B5ch | 57 B-B3 | PxP |
| 51 K-Kt1 | QxRP | Resigns | |

(a) Loses immediately. 55 Q-B2 would protect the QP and attack the opposing Bishop, giving White time to play K-B2 and unpin his QP. However, Black would still retain winning chances.

NIMZO-INDIAN DEFENSE

| C. Smith | | J. Therien | |
|------------|--------|------------|----------|
| White | | Black | |
| 1 P-Q4 | Kt-KB3 | 36 BPxP | P-Kt3 |
| 2 P-QB4 | P-K3 | 37 R-QB3 | Q-Q2 |
| 3 Kt-QB3 | B-Kt5 | 38 Q-B2 | Kt-K1 |
| 4 Q-B2 | Kt-B3 | 39 R-B8 | R-K2 |
| 5 Kt-B3 | P-Q3 | 40 P-R4 | K-Kt1 |
| 6 B-Q2 | P-K4 | 41 P-Kt5 | K-B2 |
| 7 P-Q5 | BxKt | 42 R-B3 | Kt-Kt2 |
| 8 BxB | Kt-Kt1 | 43 Q-K2 | Q-K1 |
| 9 P-K4 | QKt-Q2 | 44 R-KKt3 | K-Kt1 |
| 10 P-QKt4 | O-O | 45 R-KR3 | Q-Q2 |
| 11 B-K2 | P-KKt3 | 46 R-QB3 | K-B2 |
| 12 Kt-Q2 | Kt-K1 | 47 R-B6 | Kt-K1 |
| 13 O-O | Q-Kt4 | 48 Q-Kt4 | Q-Kt2 |
| 14 Kt-B3 | Q-K2 | 49 R-B3 | R-B2 |
| 15 B-Q2 | Kt-Kt2 | 50 R-KKt3 | K-K2 |
| 16 B-Kt5 | P-B3 | 51 Q-Kt8 | K-Q1 |
| 17 B-R6 | R-B2 | 52 Q-R8 | R-B2 |
| 18 QR-K1 | Kt-B1 | 53 R-Kt8 | Q-Q2 |
| 19 P-KR3 | P-KKt4 | 54 K-Kt2 | Q-K2 |
| 20 P-KKt4 | Kt-Kt3 | 55 B-B8 | Q-Q2 |
| 21 K-R2 | Kt-B5 | 56 BxP | R-Kt2ch |
| 22 R-KKt1 | K-R1 | 57 RxR | QxRch |
| 23 Kt-Q2 | B-Q2 | 58 QxQ | KtxQ |
| 24 Kt-B1 | R-KKt1 | 59 B-B8 | Kt-K1 |
| 25 Kt-K3 | Kt-K1 | 60 K-R3 | K-Q2 |
| 26 Kt-B5 | Q-Q1 | 61 K-R4 | Kt-B2 |
| 27 P-KR4 | BxKt | 62 K-R5 | P-QR3 |
| 28 KtPxP | PxP | 63 P-Q6 | KtxP |
| 29 RxRch | KxR | 64 PxKt | PxP |
| 30 R-Kt1ch | K-R1 | 65 B-Kt7 | P-Kt5 |
| 31 R-Kt4 | KtxB | 66 BxP | KxP |
| 32 QxKt | Kt-Kt2 | 67 P-B4 | PxP |
| 33 RxP | Q-K2 | 68 K-Kt4 | P-R4ch |
| 34 R-R3 | P-B3 | 69 KxBP | K-B4 |
| 35 R-R3 | PxP | 70 P-K5 | Resigns. |

Powers

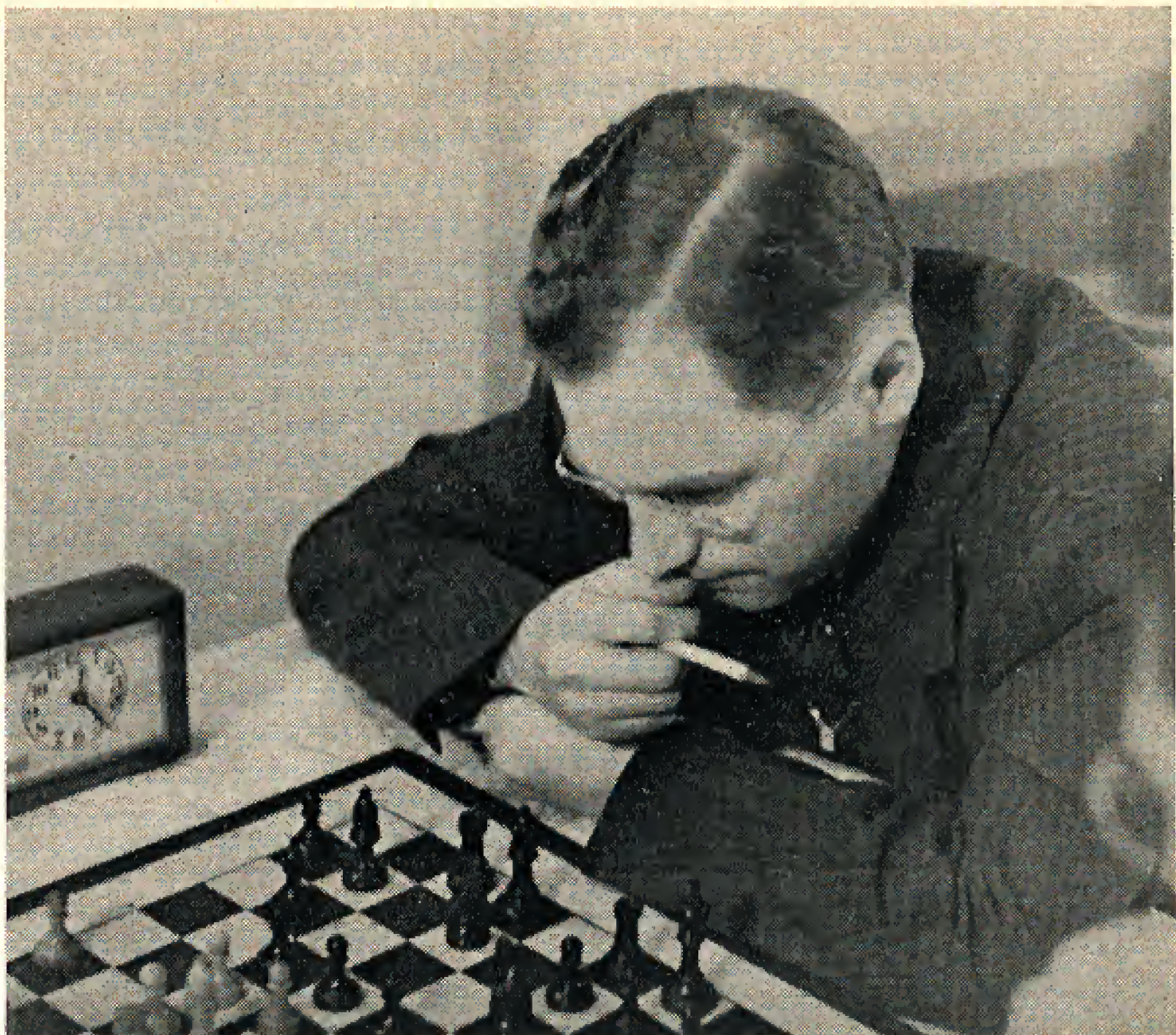
Wins

Wisconsin

Title

AVERILL POWERS

Wisconsin State Champion, 1943



The Wisconsin State Chess Championship was won by AVERILL POWERS of Milwaukee at the 11th Annual Tournament sponsored by the Wisconsin Recreation Association in co-operation with the Wisconsin Chess Association, held this year at the Schroeder Hotel, Milwaukee, April 16-18.

Sixteen players entered the preliminaries and played in four sections. One from each section qualified for the Championship Finals. The qualifiers, in addition to Powers, were ARPAD E. ELO, State Champion in 1935, '37, '38, 41, '42; JEROME KRASZEWSKI, Milwaukee City Champion 1942-43; and PAUL THORBJORNSEN of Winter, Wis. Second place was taken by Kraszewski and third place by Thorbjornsen. Elo failed to win a game in the finals.

The players who failed to qualify for the Championship finals competed in the Consolation, Class A and Class B tournaments. The Consolation event was won by MARK SURGIES, State Champion in 1936-37. Class A honors went to L. R. AYERS of Appleton and the Class B tourney was won by LEONARD LIEBERMAN of Shorewood.

The new State Champion is well-known to many of CHESS REVIEW's readers. Averill Powers is one of our leading Postal Chess players. For many years he has been recognized as one of Milwaukee's top-flight players, but this is the first time he has won the State Title. Powers ascribed his success to the taking of Vitamin B1 tablets during the tournament! They gave him that extra something he needed to come through with three straight wins in the preliminaries and then repeat the performance in the finals.

Defending champion Elo showed the effects of carrying his full program of classes as physics instructor at Marquette University in addition to the heavy burden of defense classes in the evenings.

The Wisconsin Tournament is conducted under conditions which permit representation by all localities. Former or present state champions are permitted to enter the tournament without qualification, but in all other cases, entries are restricted to two players from each city, village or town. Local tournaments are conducted to qualify one or two entries from each locality.

QUEEN'S PAWN OPENING

A. Powers

H. Knutsen

White

Black

| | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-Q4 |
| 3 Kt-QB3 | P-B3 |
| 4 Kt-B3 | P-K3 |
| 5 B-Kt5 | Q-R4 |
| 6 B-Q2 | Q-Q1 |
| 7 Q-B2 | B-K2 |
| 8 P-K4 | PxKP |
| 9 KtxP | KtxKt |
| 10 QxKt | Kt-Q2 |
| 11 B-Q3 | P-QB4 |
| 12 O-O-O | PxP |
| 13 QxQP | B-B3 |
| 14 Q-Q6 | Q-Kt3 |

| | |
|-----------|-----------|
| 15 QxQ | KtxQ |
| 16 KR-K1 | Kt-R5 |
| 17 Kt-K5 | Kt-B4 |
| 18 B-B2 | P-QR4 |
| 19 Kt-Kt4 | B-K2 |
| 20 B-B3 | P-B3 |
| 21 Kt-K3 | B-Q2 |
| 22 P-B4 | B-B3 |
| 23 Kt-Q5! | K-B2(a) |
| 24 KtxB | KxKt |
| 25 P-B5 | P-KKt3(b) |
| 26 P-QKt4 | Kt-Q2 |
| 27 RxPch | K-B2 |
| 28 P-Kt5 | Resigns |

(a) If 23 . . . PxKt, 24 PxP, B-Q2; 25 P-Q6 regains the piece, with a winning position.

(b) For if 25 . . . P-K4; 26 BxKP, PxB; 27 RxPch followed by 28 RxKt.

RUY LOPEZ

A. E. Elo

A. Powers

White

Black

| | |
|----------|---------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |
| 5 O-O | B-K2 |
| 6 Q-K2 | P-QKt4 |
| 7 B-Kt3 | O-O |
| 8 P-B3 | P-Q4 |
| 9 PxP | KtxP |
| 10 KtxP | Kt-B5 |
| 11 Q-K4 | KtxKt |
| 12 P-Q4 | B-Kt2 |
| 13 QxB | Kt-K7ch |
| 14 K-R1 | KtxB |
| 15 PxKt | Kt-Q6 |
| 16 Q-K4 | KtxKtP |

| | |
|----------|--------|
| 17 B-B2 | P-Kt3 |
| 18 P-KB4 | Q-Q2 |
| 19 P-B5 | QR-Q1 |
| 20 P-KR4 | Q-Q4 |
| 21 Q-KB4 | Q-B5 |
| 22 B-K4 | Kt-Q6 |
| 23 Q-R6 | KtxP |
| 24 Kt-Q2 | RxKt |
| 25 R-B4 | KR-Q1 |
| 26 PxP | KtxP |
| 27 BxKt | R-Q8ch |
| 28 RxR | RxRch |
| 29 K-R2 | QxRch |
| 30 QxQ | B-Q3 |

Resigns.

Game of the Month

How Good Is Alekhine?

Though it may seem strange to ask such a question at this time, it is to the point partly because of his notorious conduct since the war and partly because it will shortly be necessary to decide what to do with the world's championship.

The answers to the question will vary widely. It is not my purpose to rank the leading masters in a few short paragraphs; I merely wish to note some personal observations.

There was no doubt in 1938 that the strongest players in the world were the eight masters who participated in the AVRO tournament. Capablanca is unfortunately gone, but to the best of my knowledge all the others are alive and in good health.

Of Alekhine's six major challengers, no less than four—all except Euwe and Flohr—did not reach their full strength before 1935; all were virtually unknown before 1933. Further, only those international tournaments played before the European war broke out can be considered significant. Now, anyone who examines the tournament records of the years 1933-1939 is struck by two facts: first that Alekhine's sole major success was at Zurich 1934, and second that his scores in tournaments and personal encounters were regularly inferior to those of Botvinnik, Euwe, Fine, Keres and Reshevsky. In other words, at the time the European war broke out it was more than doubtful that Alekhine was the world's strongest chess player.

Since 1939 there has been little activity. Botvinnik, however, has captured top honors in several important Russian tournaments, magnificent achievements in view of the powerful opposition. Euwe's serious chess has been confined to a match with Keres which he lost by the odd game, and one with Bogoljuboff, which he won hands down. I have not taken part in any international tournaments; in America I crossed swords with Reshevsky three times, finishing first in the open championship at New York in 1939, second in the U. S. championship at New York in 1940, first in the New York State championship at Hamilton, 1941. Keres beat Euwe in a match and finished second in the U.S.S.R. "Absolute championship," but has done poorly on several other occasions. Reshevsky was second at Leningrad in 1939, first in the U. S. championships in 1940 and 1942. Flohr has played little—his first prize at Leningrad, 1939, was a good comeback.

Alekhine has participated in a number of European shindigs, including one so-called "European championship." (Keres has also taken part in some of these affairs). We do not know what the conditions of play were. We do know that his competitors were at best second-rate second-raters. And yet, despite the lack of opposition Alekhine missed first prize at least once and lost a number of games to inferior masters on other occasions. It is likely that Alekhine is not even as good as he was five years ago; it is certain that he is no better, while most of his leading rivals have improved.

The conclusion is inescapable: in all probability any one of Alekhine's six leading rivals could beat him in a match today.

The following game is by no means a masterpiece. It is of interest chiefly because it gives us some indication of Alekhine's present-day strength, for it must never be forgotten that he is one of the greatest chess artists of all time.

REUBEN FINE



by REUBEN FINE

MONACO, 1942

CATALAN OPENING

| | |
|----------|----------|
| Reistab | Alekhine |
| White | Black |
| 1 Kt-KB3 | Kt-KB3 |
| 2 P-KKt3 | |

Ultra-super-hyper-modern. The move has no intrinsic value; its strength lies entirely in transposition possibilities.

2 P-Q4

Natural and strong.

3 P-Q4

Thus he makes it a Catalan, but without (at any rate for the time being) the powerful P-QB4.

3 P-B3

It is surprising to find Alekhine exhibit such excessive timidity. Since his center was not threatened, the normal 3 ... B-B4 was far better.

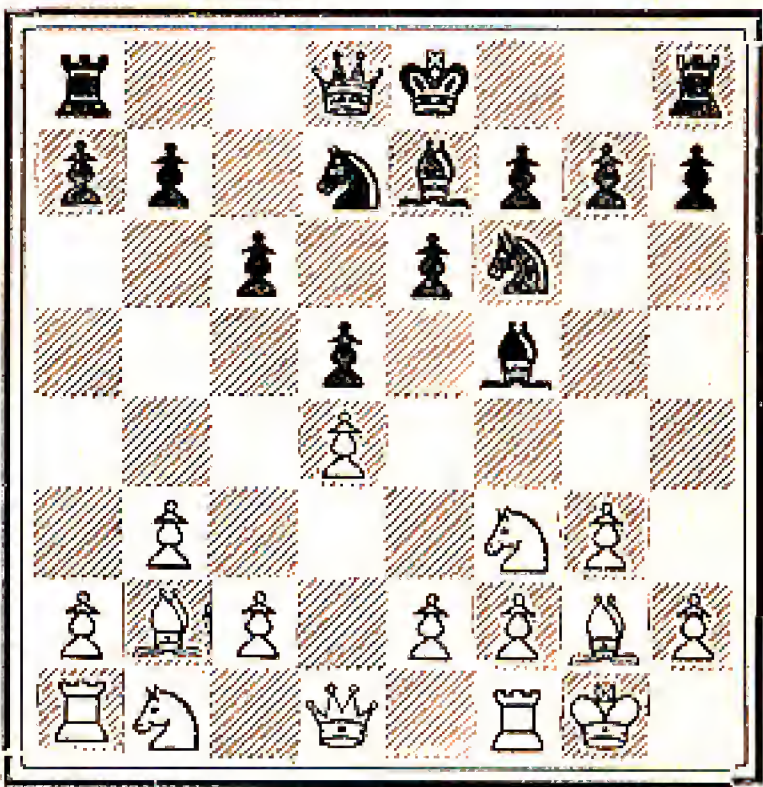
In general, ... P-QB3 is useful to support a threatened Pawn at Q4, pointless otherwise.

4 B-Kt2 B-B4
5 O-O QKt-Q2
6 P-QKt3

To reinforce his K5 square.

6 P-K3
7 B-Kt2 B-K2

Position after 7 ... B-K2



To answer 8 Kt-K5 with ... KtxKt, and to forestall an eventual Kt-KR4. Nevertheless the move is too hesitant—7 ... B-Q3 was better from any point of view. On 7 ...

B-Q3; 8 Kt-K5, Q-K2 (or even 8 ... B-B2!) Black's game is preferable, because White's Kt can easily be driven out of K5.

8 QKt-Q2 Kt-K5

It is typical of Alekhine's impetuous style to attempt an attack at an early stage. Such tactics are commendable but are subject to the danger that the assault will be premature. That is the case here. Black's last move is evidently part of his plan, yet as the game goes, the exchanges all ease White's situation.

9 KtxKt BxKt
10 Kt-Q2 BxB
11 KxB P-KR4

While Alekhine's plan as a whole is subject to criticism, he certainly carries it out with admirable energy and consistency.

His immediate purpose is to open the KR file.

12 P-KR3?

Timid and bad. In the first place there was no reason to fear the opening of the KR file at this juncture because White's development is superior. And in the second place he always has P-KKt4 available in reply to ... P-R5. The correct move was 12 P-K4.

12 P-KB4!
13 P-KB3

Belatedly he prepares the move which he omitted when it could be had for the asking.

13 P-R5

Optimistically overestimating his attacking chances. It is obvious that Black cannot afford to lock the K-side unless he can break through at once, because White will soon begin a counteraction on the other wing. But as played, the net result of Alekhine's last move is to kill all his hopes on the K-side (unless he is content to take a draw) without getting anything in return. We would normally expect Alekhine to be more precise.

13 Q-B2 would have maintained the pressure.

14 P-K4

We are following the score as given in the newspaper source, but it may well be incorrect, for after the text ... RPxP should win hands down for Black. It is likely that White's reply was the normal 14 P-KKt4, when we would get back to the game by transposition.

After 14 P-KKt4, Q-B2; 15 Q-K1, B-Kt4 leads to a draw: 16 P-K3, BxP; 17 QxB, Q-Kt6ch; 18 K-R1, QxRPch; 19 K-Kt1, Q-Kt6ch, etc.—neither side can do any better.

14 Q-B2
15 Q-K1 O-O-O
16 P-KKt4 B-Kt4

Another tame continuation. On 16 ... QPxP; 17 BPxP, PxKtP; 18 PxP, P-R6ch; 19 K-R1, Kt-B3, even though Black has no concrete advantage and White's position is

more sound in the long run, there is far more opportunity for the play of combinative ingenuity than in the line chosen.

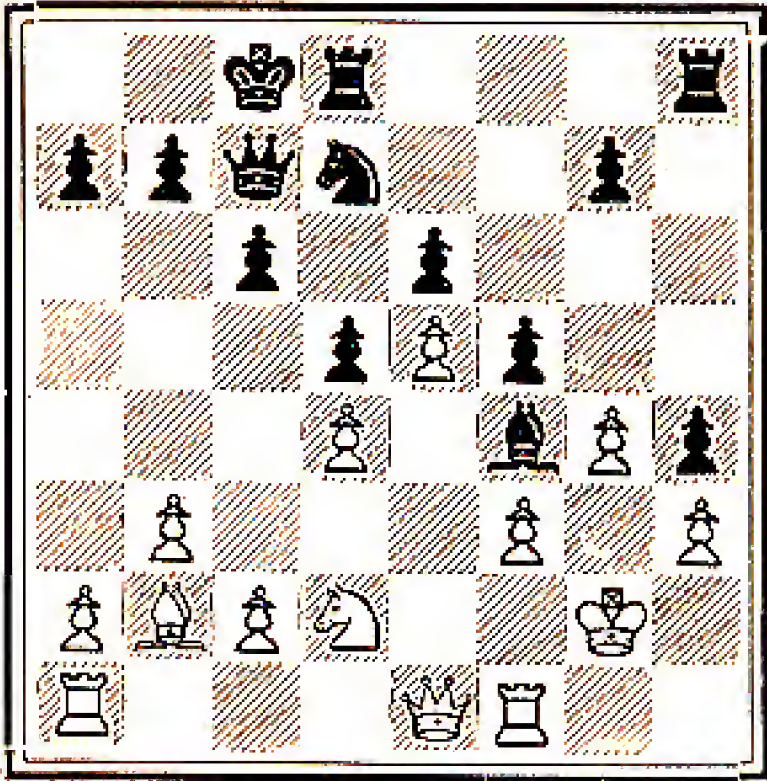
17 P-K5

Of course! Now White actually threatens to isolate the KRP artificially and then win it with P-KB4, P-KKt5, Kt-B3, etc.

17 B-B5

Preventing the BP advance and preparing an ingenious trap, quite a la Alekhine.

Position after 17 ... B-B5



18 P-Kt4!

Excellent! After this paradoxical move White can continue with his Q-side attack calmly, while Black reaches an impasse on the other wing.

The point is that Black's only good defense was ... P-QB4 and White has now prevented that once and for all. Further, the hole at QB5 does not mean anything because Black cannot occupy it permanently.

18 P-B4? was the trap: there would follow 18 ... BxKt; 19 QxB, QPxP; 20 QKtPxP, KtxP!; 21 Q-K2, Kt-Q2 etc. with a winning position.

18 Kt-Kt3??

After this routine rejoinder Black is strategically lost. True, 18 ... P-QKt4?; 19 Kt-Kt3, Kt-Kt3, 20 Kt-B5 was likewise bad. The reason is that Black's B is merely an impediment. Consequently, the right reply was 18 ... BxKt!; 19 QxB, Kt-Kt3 (or 19 ... P-QKt4), when the weaknesses of the two sides just about counterbalance one another.

19 Kt-Kt3!

He seizes the first chance to escape.

19 QR-B1

Black's only counterplay now lies on the KB file. Rellstab shows that it does not amount to a string of Adolf's promises.

20 B-B1! P-Kt4

Much as he would like to, he is unable to avoid the exchange. On 20 ... B-Kt6; 21 Q-K2, R-B2; 22 B-Kt5!, KR-B1; 23 Kt-B5!, Black is in a bad way.

21 Kt-B5 R-R3

Confession of bankruptcy: his sole active plan is to double Rooks on the KB file and he voluntarily abandons it—conclusive proof that it would never have amounted to anything anyhow.

22 Kt-Q3! BxB

There is no choice. After 22 ... B-Kt6; 23 Q-K2, P-B5 Black's B is buried alive.

23 QxB Kt-B5

Typically Alekhine: he must retain the initiative, cost what it may. It is obvious that the sacrifice leads to nothing immediate, yet perhaps, he may have reasoned, the open file will somehow lead to something.

On the more prudent 23 ... Q-Kt2, the reply 24 Kt-Kt2, followed by P-QR4, -R5 and eventually P-B4, Black could have doubled on the KB file with fair chances, but then Alekhine would have had to defend himself, tactics which he always abhors for psychological and, it may be, political reasons.

24 QxP R(R3)-R1

Black has little to show for his Pawn minus, though the game is still far from won for White because the position is blocked.

25 QR-K1

Over-protecting his K3 square.

25 Q-R2

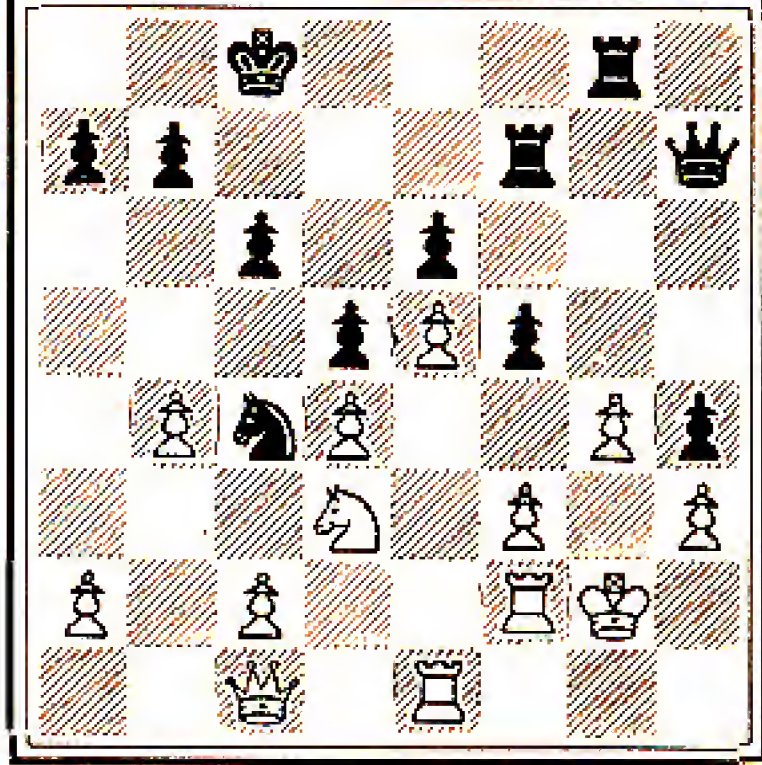
26 R-B2

To liberate his Kt.

26 KR-Kt1

27 Q-B1 R-B2

Position after 28 R-B2



28 Q-Q1

Up to this point Rellstab has conducted the game well, but the extra Pawn befuddles him for a while. In order to exploit it properly he must get rid of Black's QKt and advance on the Q-side. The problem, however, is not as easy as it looks, for he must guard against exposing his K-side too much. Thus 28 Kt-Kt2? would not do, because after 28 ... KtxKt; 29 QxKt, PxP! White is virtually lost: if 30 BPxP, RxRch; 31 KxR, Q-B2ch; 32 K-Kt2, R-B1 while if 30 RPxP, P-R6ch; 31 K-Kt3 (31 K-R2, RxKtP!), Q-B4! with a

crushing attack in both cases. 28 P-B3?, Pxp is impossible. Likewise, 28 Kt-B4, Q-R3; 29 QR-B1, Pxp; 30 BPxp, KR-B1 is not to be recommended because the exposed White Kt immobilizes the other pieces. Or again, on 28 QR-B1, Pxp he must choose the less favorable RPxp, since BPxp? would be met by ... Q-K5ch.

Nevertheless, the solution was not too hard to find. The strongest was 28 K-Kt1!, to continue with Kt-B4-Kt2-K3. If then 28 R(Kt1)-B1; 29 R(K1)-B1 (Black cannot reach K5 with check now) and there is no way to stop the execution of White's plan.

Reelstab, instead, moves back and forth for a while, with a profoundly wise look on his face, perhaps in the hope that Alekhine will be impelled to do something and the something will again be too impetuous. And that is what happens.

28 Q-R3
29 Q-B1 Q-B1

Uselessly aggressive. A waiting move such as 29 . . . Q-R2 would have posed a more serious problem. However, we must again emphasize that Alekhine is temperamentally unable to adopt a passive role if any alternative whatsoever is available which will keep the initiative for him, regardless of the risk involved.

30 R(K1)-B1 P-Kt3

The purpose of this move is not clear.

31 P-B3

Finally threatening Kt-Kt2 and a break on the Q-side.

31 P-B5

Despair. It is only too obvious that after this liquidation of the tension, Black's K-side attack is gone once and for all. But there was evidently no good alternative. On 31 . . . K-Kt2; 32 Kt-Kt2, Kt-R6; 33 Kt-Q1, Kt-B5; 34 Kt-K3 is exactly what White wants.

32 K-R1 Q-R3

33 R-K1

Again intending Kt-Kt2. Now there is no longer anything that Black can do—he must really resign himself to waiting for the coup de grace.

33 R(Kt1)-B1

34 Kt-Kt2 Kt-K6

35 P-B4!

The point.

35 R-B2

36 P-B5 P-Kt4

37 Q-B3 K-Q2

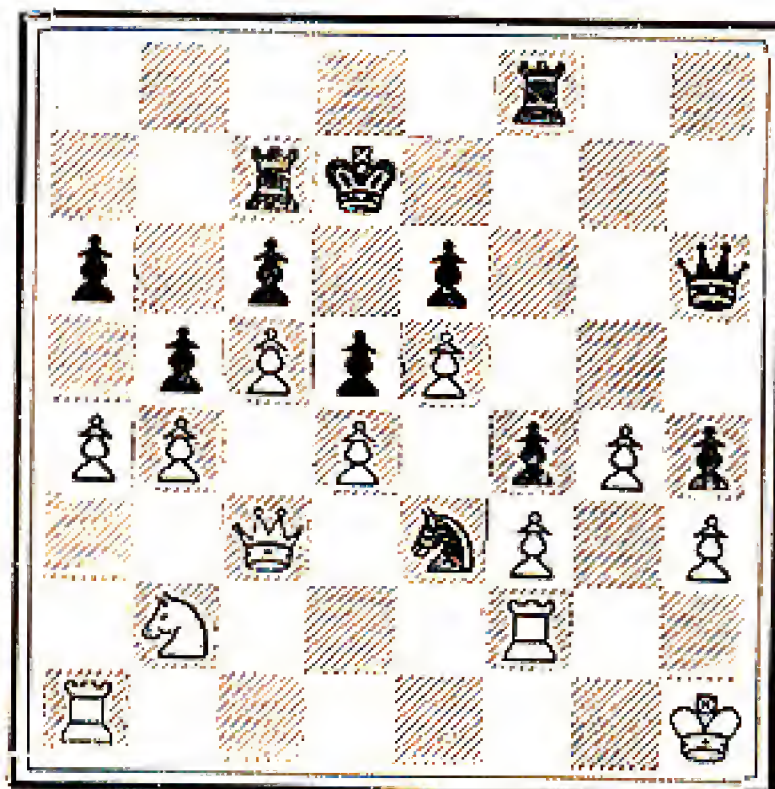
Looks fancy, but makes no real difference. White has all the play.

38 P-R4 P-R3

39 R-R1

White has maneuvered skillfully in the past few moves and his game is strategically won. The winning plan is simplicity itself: open the QR-file, penetrate to the seventh,

attack the Black King. Black's pieces are relatively immobile; he may create some traps, he may ward off the threats ingeniously, but in the long run there is no defense against the cold, unrelenting pressure of the extra material and superior position.



39 R-QKt1
40 Pxp RPxp
41 Kt-Q3 R(Kt1)-QB1
42 R(B2)-QR2 Q-Kt4

Sparring for time.

43 Q-B1 R-B1
44 R-R7 R(B1)-B1
45 R(R7)-R6

He wastes a few moves, perhaps to get out of time pressure. It makes no difference: Black's hands are tied and his mouth is gagged.

45 R-KKt1
46 R(R1)-R2 R-KB1
47 R-R7 R(B1)-B1
48 RxxR RxxR
49 R-R8 K-K2

On 49 . . . R-B1 instead, 50 RxxR, KxxR; 51 Q-R1! leads to a speedy finish, e.g., 51 . . . K-Kt2; 52 Q-R5,

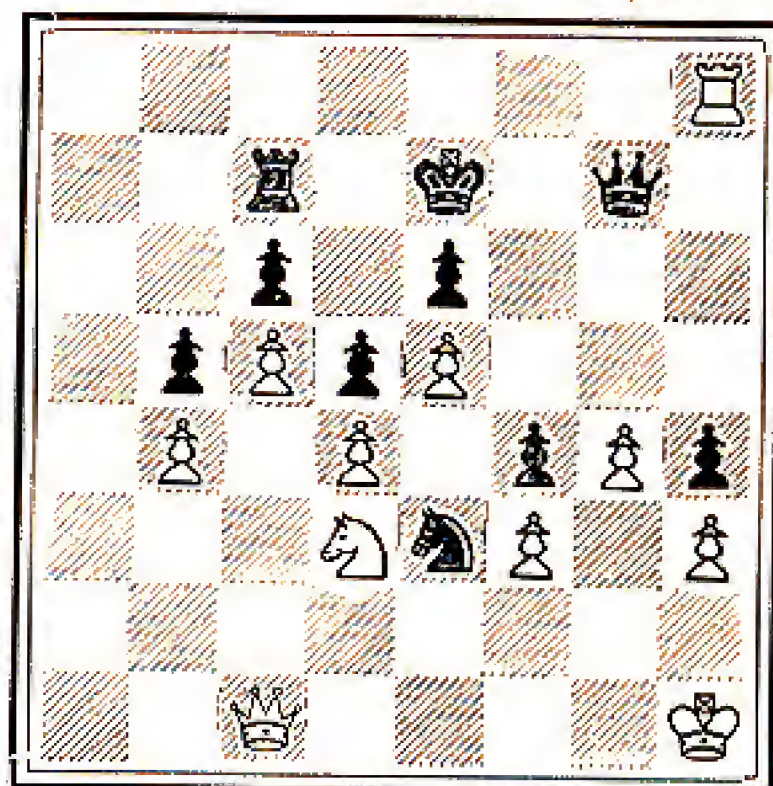
Q-Kt3; 53 Q-Kt6ch, K any; 54 Qx BPch followed by QxKtP.

50 R-R8!

The end is approaching. Black's weak Pawns now fall by droves.

50 Q-Kt2

Position after 50 . . . Q-Kt2



51 KtxP!

In such positions combinations are as natural as a baby's smile.

51 K-Q2

52 R-Q8ch!! K-K2

Or 52 . . . KxxR; 53 KtxKPe.

53 QxKt R-R2

His last gasp.

54 R-Q6 R-R8ch

55 K-R2 R-R7ch

56 K-Kt1 R-R8ch

57 K-B2 R-R7ch

58 K-K1 Q-R2

Otherwise he would soon run out of checks anyhow.

59 KtxPch!

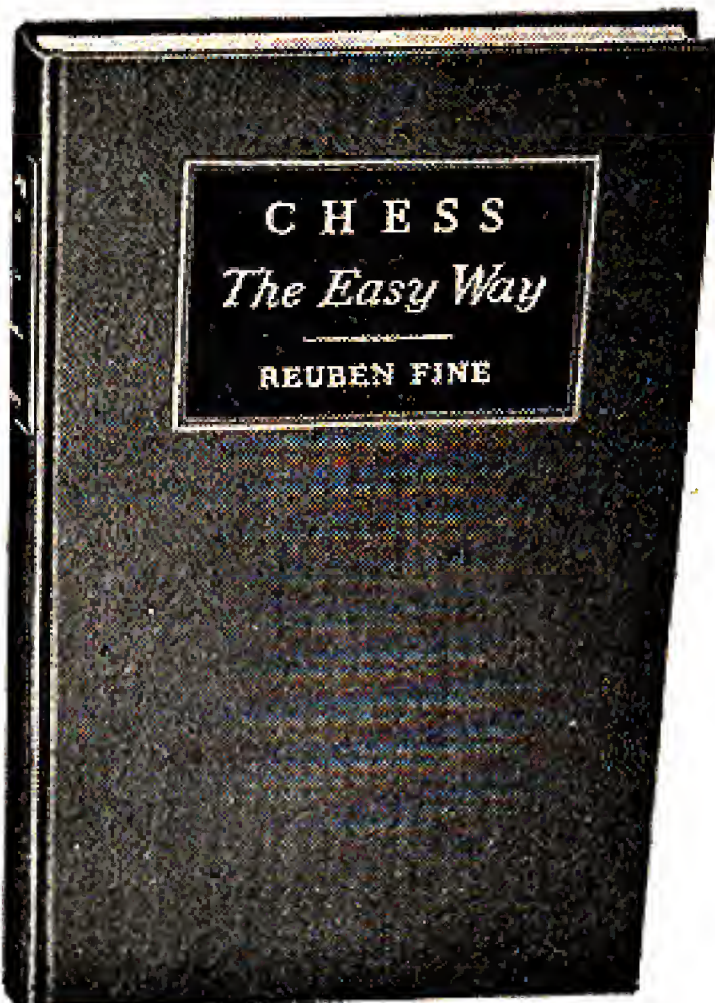
A neat finish.

59 KPxxKt

60 Q-Kt5ch K-B2

61 Q-B6ch Resigns

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The Grunfeld Defense

by

Michael M. Botvinnik

Absolute Chess Champion of the U.S.S.R.

Translated from
SHAKMATI BY J. K.

Part One appeared in the April
1943 issue of CHESS REVIEW

PART TWO

The previous article covered the origin of the Grunfeld Defense, its basic concept, and the evolution of attempts by White and Black to improve the technique in such a way as to maintain their own natural advantages, and hinder those of the adversary.

While the Schiechter variation (1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, P-Q4; 4 P-K3, B-Kt2; 5 Kt-B3, P-B3) was frowned upon as contrary to the true fighting spirit of the defense, nevertheless it offers comfort to the complacent as it is without inherent flaw.

Other violent actions to disrupt the defense were touched upon lightly.

We now continue with other variations, seeking refinement in technique.

In the main line below, Black is left with an uphill battle on his hands. However, in the qualifying lines Black is able to work up a good enough attack for his Pawn. These lines, however, require further testing.

| | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-KKt3 |
| 3 Kt-QB3 | P-Q4 |
| 4 B-B4 | B-Kt2 |
| 5 P-K3 | |

As already noted, refuting the Grunfeld Defense hinges on preventing Black's play of the liberating move P-QB4.

Here 5 P-QB4 is not good for there is an immediate loss of a Pawn without compensation. The text move 5 O-O also leads to a speculative Pawn sacrifice. It appears that 5 P-B3 is called for, even in violation of the spirit of the defense.

| | |
|---------|-------|
| 5 | O-O |
| 6 PxP | KtxP |
| 7 KtxKt | QxKt |
| 8 BxP | Kt-R3 |

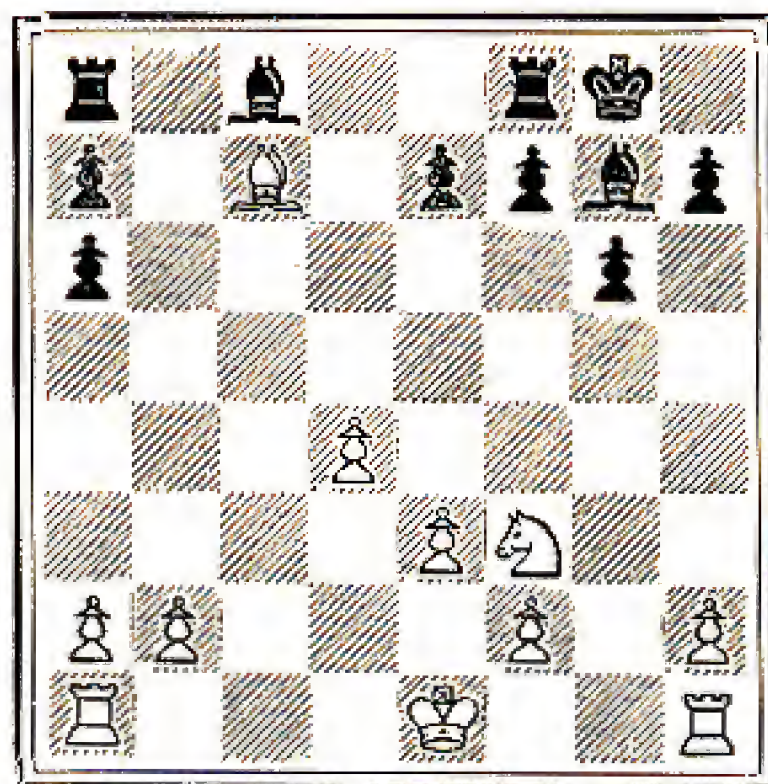
8 Kt-B3 is worthy of consideration. The game Keres-Lilienthal (Training Tournament, 1939) continued (after 8 Kt-B3) 9 Kt-K2, B-Kt5; 10 P-B3, QR-B1, when Black's mobilization apparently compensates for the Pawn.

In another game at this point Black ventured 10 QBxP winning rapidly. This line of play however, requires further investigation.

After Black's 8th move ... Kt-R3, the loss of time involved in a retreat of the White Bishop leads to a completely backward development.

Hence White resorts to the following:

| | |
|---------|-------|
| 9 BxKt | QxKtP |
| 10 Q-B3 | QxQ |
| 11 KtxQ | PxB |



White's Bishop on B7 occupies a strong position.

The variation beginning with the move 4 B-B4 has been carefully examined. It is generally conceded that 4 B-Kt2; 5 P-K3, O-O (if Black wishes to avoid ... P-B3) is best for both sides. Attempts have been made to find a more energetic 6th move for White.

In one of my games with Lowenfish my 6th move aimed to exert maximum pressure on Black's QP.

| | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-KKt3 |
| 3 Kt-QB3 | P-Q4 |
| 4 B-B4 | B-Kt2 |
| 5 P-K3 | O-O |
| 6 Q-Kt3 | |

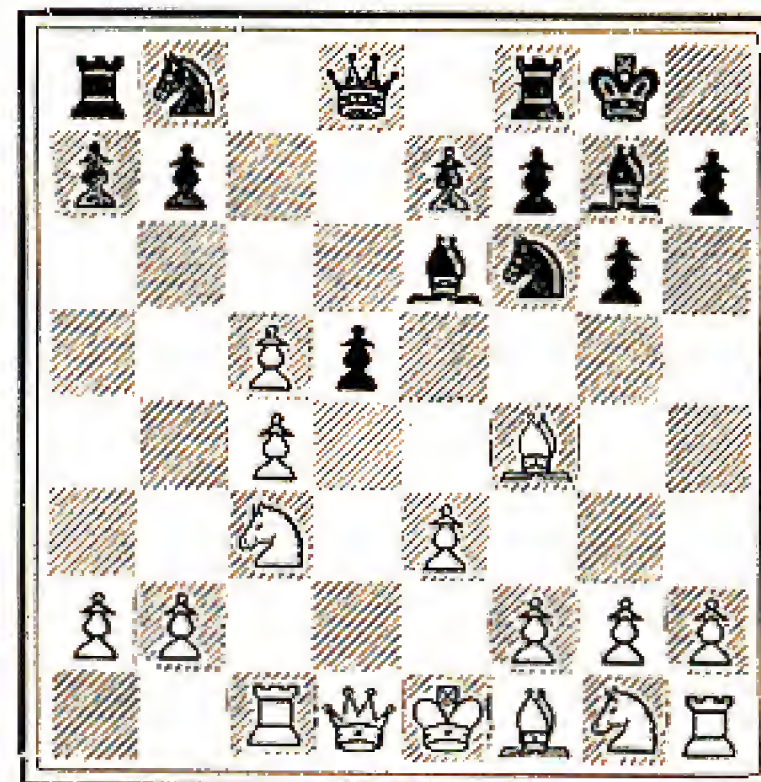
Here however, Black may continue 6 P-B4, the liberating move which White seeks to prevent. White gains nothing by 7 PxBP (See Capablanca-Flohr, Amsterdam, 1938). And 7 PxQP, PxP leads to a better game for Black, who recovers the Pawn by ... P-Kt3 and ... B-Kt2.

Another possibility instead of the questionable 6 Q-Kt3 is 6 R-B1, in order to exploit the open QB file. This variation proceeds as follows.

| | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-KKt3 |
| 3 Kt-QB3 | P-Q4 |
| 4 B-B4 | B-Kt2 |
| 5 P-K3 | O-O |
| 6 R-B1 | |

But here Black still plays

| | |
|--------|-------|
| 6 | P-B4! |
| 7 PxBP | B-K3! |



7 Q-R4 as played by Reshevsky vs. Capablanca (Amsterdam 1938) favors White, for after 8 PxP R-Q1; 9 B-B4, and if 9 B-K3 10 K-K2, releasing the pin of the Knight.

Black's 7 . . . B-K3 proves 6 R-B1 to be inadequate principally because of White's failure to develop the King-side forces.

* * * *

One of my games with Ragozin (White) continued as follows:

8 Kt-B3 Kt-B3
9 Q-R4

If 9 Kt-KKt5 Black may safely continue to develop for 10 KtxB simply involves further loss of time for White.

9 Kt-K5!

And Black seizes the initiative.

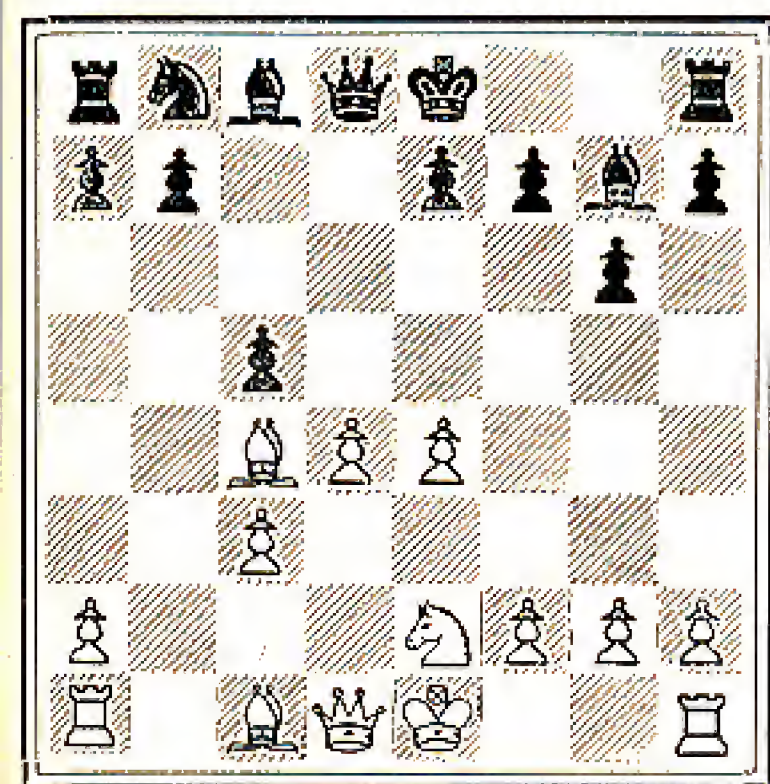
* * * *

The old Kostich line 1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, P-Q4, 4 PxP, KtxP; 5 P-K4, KtxKt; 6 PxKt, P-QB4 has recently been revived with some improvements for White.

7 B-QB4

In order to meet 7 . . . B-Kt2 by 8 Kt-K2 without locking in White's KB.

7 B-Kt2
8 Kt-K2



Now 8 . . . B-Kt5 is pointless on account of 9 P-B3. Although KB3 is a more aggressive post for White's Kt, it should be noted that at K2 the Kt defends the vulnerable QBP and QP.

* * * *

The reliability of the Grunfeld Defense, initially attempted some eighteen years ago, has been reasonably well established.

In my opinion, the critical point arises after 1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, P-Q4; 4 Q-Kt3. The last word however, has not yet been written.

This concludes the articles by Botvinnik on the Grunfeld Defense. The Russian Champion does not give a final appraisal of the Kostich line, referred to in the closing paragraphs, but it seems that he regards Black's position as adequate. In this connection, see suggestions by Pinkus on Page 118, April 1943 Chess Review.—Editor.

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SEE YOU AT SYRACUSE!

The 44th Open Tournament of the U. S. Chess Federation, combined with the New York State Chess Association Congress, will be held this year at the Hotel Syracuse, Syracuse, N. Y., from August 14th through August 28th.

Leading masters will compete for the joint title of U. S. Open and N. Y. State Champion. In addition, there will be an Experts' Tournament and three Class Tournaments for A, B and C players. Printed bulletin and full information can be obtained from the N. Y. State Chess Association Secretary, Mrs. Carl S. Nye, 328 West Ostrander Ave., Syracuse 5, N. Y.

CHESS REVIEW will attend the Syracuse Congress, will fully report the event, with pictures and game scores, in the October issue.

CHESS NEWS OF THE MONTH

• LONDON

World Champion Alekhine has apparently recovered from his illness. The **British Chess Magazine** reports that he entered for a tournament to be held in Croatia in July, and that he is now busy training leading German players.

The magazine **CHESS** reports the receipt of a letter from N. W. Zubarev, Soviet State Inspector for Chess(!). According to this letter, Soviet chessmasters Rubinovitch, Ruimin and Rauzer "have died." No details are given. The letter also reports the deaths of Belavenets and Iljin-Genersky, as published last month in **CHESS REVIEW**.

• BUENOS AIRES

An important international tournament was held at Mar del Plata in March 1943. M. Najdorf won the event without the loss of a single game. His final score was 9 wins and 4 draws. G. Stahlberg, in second place, also finished without loss, scoring 8 wins and 5 draws. Third prize went to P. Michel, 8½-4½, and fourth prize to H. Rossetto, 7½-5½. Fifth place was occupied by H. Pilnick, 7-6.

Another tournament — between teams representing different localities of Argentina — was held at seaside resort Nechochea in March of this year. The team of Bahia Blanca won the event.

As we go to press, some games from the Mar del Plata tourney have just been received. They will appear soon in **CHESS REVIEW**.

• VENTNOR CITY

The fifth annual Invitation Tournament at Ventnor City, N. J., started on July 5th. The competitors are New England Champion Weaver W. Adams of Boston; Milton L. Hanauer of New York; National Amateur Champion E. Schuyler Jackson, Jr. of New York; Jacob Levin of Philadelphia; Anthony E. Santasiere of New York; Pfc George Shainswit, U. S. Army Medical Corps; Martin L. Stark of Washington, D. C.; Walter B. Suesman of Providence, R. I.

A full report of this tourney will appear in the August-September issue of **CHESS REVIEW**.

• WASHINGTON, D. C.

Four players from a strong field of 14 entries qualified for the finals of the 1943 District Championship. The qualifiers were A. S. Kussman, 1941 District Champion; Pvt. Roger B. Johnson, finalist in last year's Philadelphia tournament; Martin

Stark, D. C. titleholder in 1935 and 1939; Alvin Gorinstein, champion of the Soviet Purchasing Commission. In the first round of the finals, Johnson defeated Kussman and Gorinstein beat Stark. 1942 titleholder Vincent L. Eaton was unable to compete as he is now in the Army. The tournament is directed by H. Bronfin, President of the Federal Chess Club.

Over 100 players, in 14 teams representing various Government agencies, recently completed a team tournament under the sponsorship of the Federal Club. The Social Security Board won the event 7-0.

At the Washington Chess Divan, Don Mugridge won the Speed Title of the club in his play-off match with Oscar Shapiro, scoring 5-3.

The Divan is continuing its monthly feuds between the Hatfields and the McCoys. 48 members have participated in these bloodlettings to date!

• BOSTON

In a close finish, Dr. Gerhard Katz defeated former champion Harlow B. Daly in an adjourned game to win the Massachusetts Chess Title. The tournament ended on June 13th when Katz and Daly, tied at 13-1, played off their adjourned game from an earlier round. Dr. Katz won, giving him a score of 14-1, with Daly in second place, 13-2. Jacobs finished third with 12-3; Welch was fourth 11½-3½ and Sturgis fifth, 10-5. A total of 16 contestants took part in the event. Taylor, Magri, Keller and Gates finished with plus scores.

Ralph Chase of Dalton won the Massachusetts Schoolboy Chess Championship for 1943. He won a subscription to **CHESS REVIEW**.

• FORT WORTH, TEXAS

The North Texas Chess Championship was won by Prof. Lloyd L. Lassen, Agricultural College mathematician, at Fort Worth on June 20th. Second place went to Bob Potter. Seven players tied for 3rd, including Al Lipton, Don Kilgore, Pratt, Thompson, Duncan, Brantley and James Webb. Five rounds were played from 10 a.m. to 7 p.m. with time off for lunch! Games were adjudicated. The 1943 Southwestern Texas Open Championship tournament will be held at the Adolphus Hotel, Dallas, over the Labor Day weekend.

• CLARKSBURG, W. Va.

Dr. Siegfried Werthammer of Huntington won the fifth annual West Virginia Chess Tournament,

held May 29-30, at Clarksburg under the auspices of the W. Va. Chess Association and the Clarksburg Chess Club. William Hartling and John F. Hurt, Jr., both of Charleston and former champions, tied for 2nd and 3rd prizes. Walt Crede, editor of the chess column in the Charleston Daily Mail and also an ex-champion, finished fourth. 1942 titleholder H. Landis Marks of Huntington was unable to participate.

• DAVENPORT, IOWA

Kenneth Schumann of Davenport, Iowa, won the master class chess championship at the 19th annual Trans-Mississippi tournament, held at Davenport in June. Other contestants, in the order in which they finished, were Aviation Cadet Leonard Streitfeld of Philadelphia; Lawrence Maher of Moline; Prof. Gordon Marsh and Dr. Chittenden, both of Iowa City. The tourney was sponsored by the Quad-City Chess Club which meets every Sunday, except during the summer, at the YMCA in Davenport.

• FROM HERE AND THERE

The 1943 tournament of the Pennsylvania State Chess Federation will be held over the Labor Day weekend at the Roosevelt Hotel, Pittsburgh.

The Southern Chess Association held its 22nd annual tournament at the Atlanta-Biltmore Hotel, Atlanta, Ga., July 2nd to 5th. No results received yet.

Lee W. Palmer won the Championship of Rochester, N. Y., in a tournament conducted by the Rochester Chess and Checker Club. Dr. Max Herzberger finished second, Joseph Rossner 3rd, H. Dinkey 4th. 17 players competed.

M. O. Meyer won the championship of Sacramento, Calif., in the annual tournament conducted by the Capital City Chess and Checker Club. J. B. Gee was runner-up.

Joseph Andalman and Arnold Weatherford are conducting a "chess clinic" at the M. O'Neil Co. store in Akron, Ohio, on Monday evenings. They hope to form a permanent club.

An interesting article on chess and chessmen appears in the May issue of New York's Metropolitan Museum of Art Bulletin.

Medical student Juan Gonzales of Havana won the Second Capablanca Memorial Tournament, played during March and April of this year under the auspices of the Federacion Nacional de Ajedrez de Cuba.

Winning Chess Traps

by Irving Chernev

The most important opening today for tournament and match play is the Queen's Pawn Game, and especially that branch of it known as the Queen's Gambit. The trappy nature of this popular opening is not generally realized. The positions arising from it seem to be fairly equal—but they are loaded with dynamite.

WINNING TRAP NO. 9

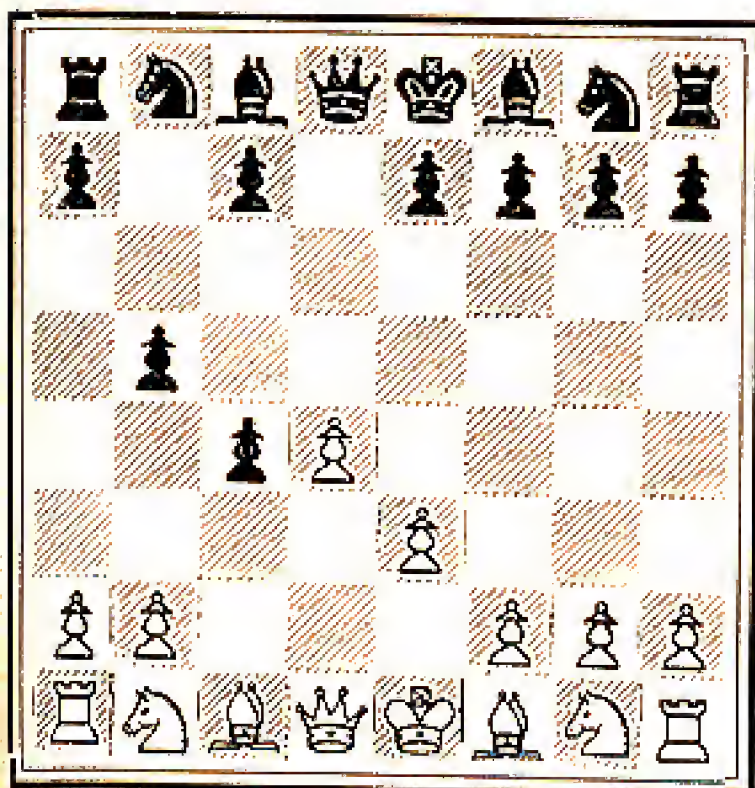
This may seem very simple, but it is surprising how few players know how to recover the Pawn which White sacrifices, should Black try to hold on to it!

YOU ARE WHITE

- | | |
|---------|------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | PxP |
| 3 P-K3 | |

The idea of the Queen's Gambit is to recover the Pawn by 4 BxP and thus obtain a powerful center.

- | | |
|--------|--------|
| 3 | P-QKt4 |
|--------|--------|



- | | |
|----------|------|
| 4 P-QR4! | |
|----------|------|

Notice that Black cannot play 4 ... P-QR3 as 5 PxP, PxP; 6 RxR wins.

- | | |
|--------|-------|
| 4 | P-QB3 |
| 5 PxP | PxP |
| 6 Q-B3 | |

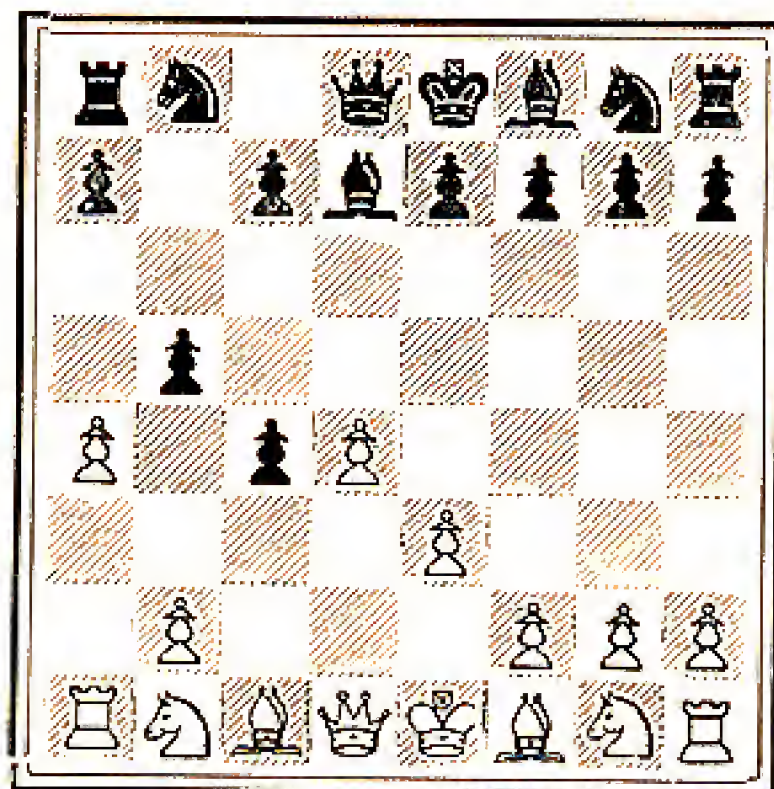
—and wins a piece.

WINNING TRAP NO. 10

This is really an offshoot of the previous trap. Here Black tries a different method of retaining his Pawn.

YOU ARE WHITE

- | | |
|----------|--------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | PxP |
| 3 P-K3 | P-QKt4 |
| 4 P-QR4! | B-Q2 |



- | | |
|----------|------|
| 5 PxP | BxP |
| 6 P-QKt3 | Q-Q4 |
| 7 PxP | BxP |
| 8 Q-R4ch | |

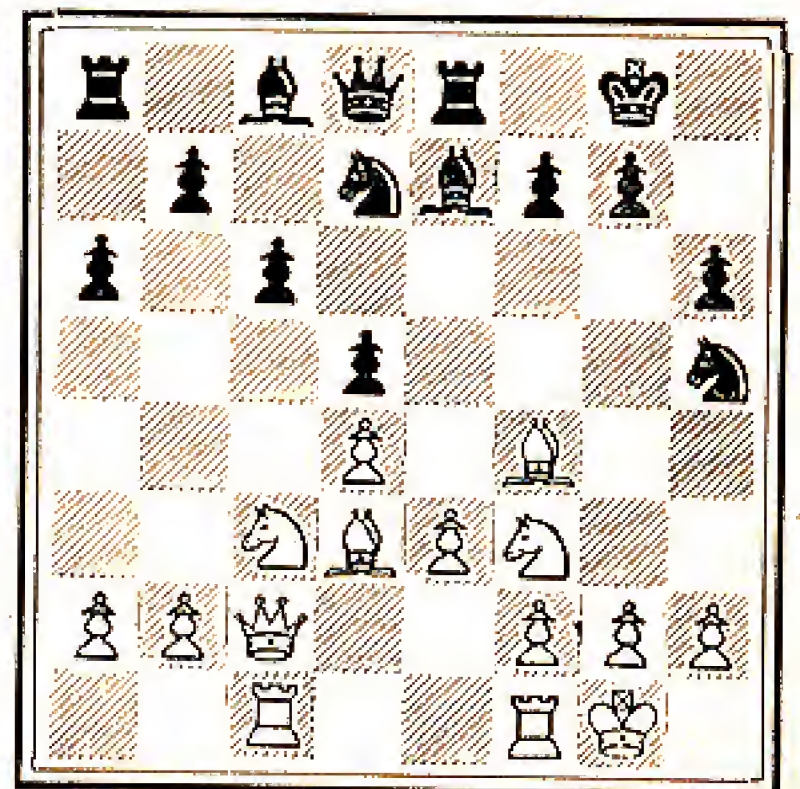
—and wins the Bishop.

WINNING TRAP NO. 11

Here is an important trap — and the mighty Rubinstein fell into this twice in tournament play.

YOU ARE WHITE

- | | |
|----------|--------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | Kt-KB3 |
| 4 B-Kt5 | B-K2 |
| 5 P-K3 | O-O |
| 6 Kt-B3 | QKt-Q2 |
| 7 R-B1 | P-B3 |
| 8 Q-B2 | P-QR3 |
| 9 PxP | KPxP |
| 10 B-Q3 | R-K1 |
| 11 O-O | P-R3 |
| 12 B-KB4 | Kt-R4 |



- | |
|----------|
| 13 KtxP! |
|----------|

—and wins an important Pawn. Black cannot play 13 ... PxKt as 14 B-B7 wins the Queen.

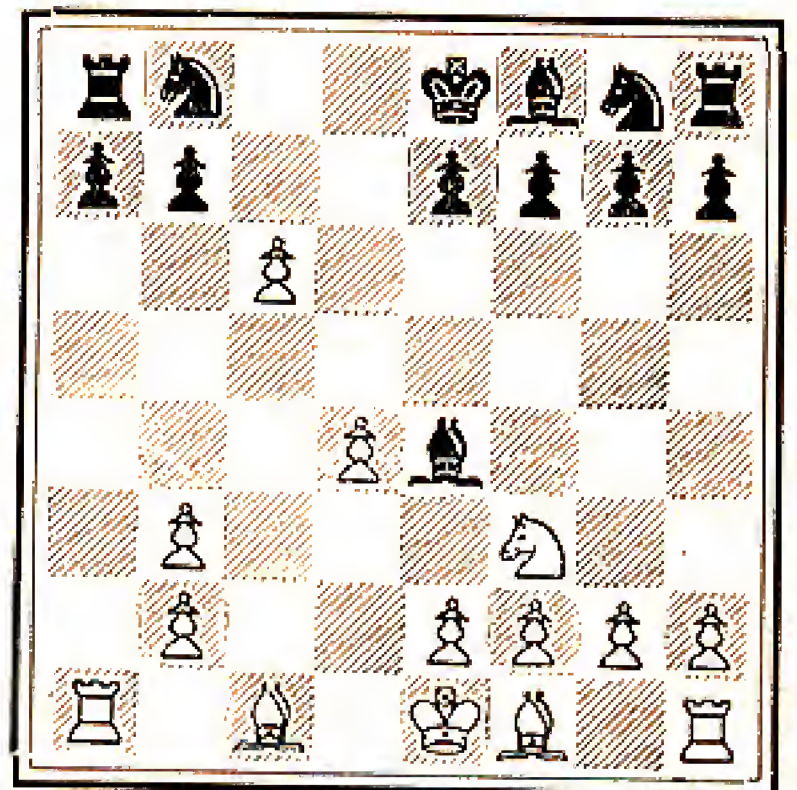
WINNING TRAP NO. 12

From one of Schlechter's games —and it's a beauty!

YOU ARE WHITE

- | | |
|----------|-------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-QB3 |
| 3 Kt-KB3 | B-B4 |
| 4 Q-Kt3! | Q-Kt3 |
| 5 PxP | QxQ |
| 6 PxQ | BxKt |
| 7 PxP! | B-K5 |

Black is greedy and tries to remain a piece ahead; but White has a beautiful surprise win prepared.



Note that if White plays 8 PxP, BxP is the reply. Or, if 8 P-B7, then simply 8 ... Kt-QB3.

How does White do it?

- | | |
|---------|-----|
| 8 RxP!! | RxR |
| 9 P-B7 | |

—and the Pawn Queens next move!

LET'S PLAY CHESS!

A Picture Guide to the Game of Chess



IRVING CHERNEV

By Irving Chernev

Associate Editor of CHESS REVIEW

and

Kenneth Harkness

Managing Editor of CHESS REVIEW

This series began in the March issue. The series is intended for beginners and will form a complete course of instruction in the rules and tactics of the game. By following this course, with its remarkable illustrations, diagrams and examples, the learner can quickly and easily master the basic principles of chess. Part 5 will appear next month—in the August-September issue.

The complete course will be published, in book form, by SIMON AND SCHUSTER, New York. If completed in time, the book will be available in the late Fall of this year; otherwise, it will be scheduled for publication in the Spring of 1944.

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Part Four

By this time, the follower of this course has a general picture in his mind of how chess is played. The moves of the different types of men, and how they capture, have been explained and illustrated. The meaning of "checkmate" has been defined. Last month, we presented a short movie of a chess game in which each move was pictured and described. The learner has also been introduced to chess "notation" — the chessplayer's shorthand method of recording what happens on a chessboard.

This month, we continue with the rules of the game not hitherto defined. A special move, known as Castling, is described and illustrated. We also explain what "stalemate" means; how Pawns are promoted to become more valuable pieces; and how the Pawn captures "en passant".

Read these rules carefully and get a clear understanding of them. It is true that there are literally thousands of chessplayers who have never even heard of the "en passant" capture by the Pawn and many others who have hazy ideas on the rules governing the castling move. However, to become a good chessplayer you must know all the rules and play the game in accordance with these rules.

Safeguarding the King

In the game we have just illustrated, Black was checkmated because he did not observe one of the fundamental principles of chess. He failed to consider the safety of his King. On his 7th move, Black should have retreated his Bishop to the square Q2, in front of his Queen. This would have protected his King from danger. By capturing the Knight, Black exposed his King to a dangerous attack which resulted in the loss of the game.

As the entire outcome of a game of chess depends on the fate of the King, the following rule should always be observed:

When it is your turn to move, avoid making any move which will give your opponent an opportunity to attack your King unless you are quite certain that the attack will be harmless.

As you gain knowledge and experience, you will be able to judge whether an attack on your King is harmless or not. In the meantime, regard with suspicion any contemplated move which will permit an attack on your King. Always consider the safety of your King and see that he is adequately protected.

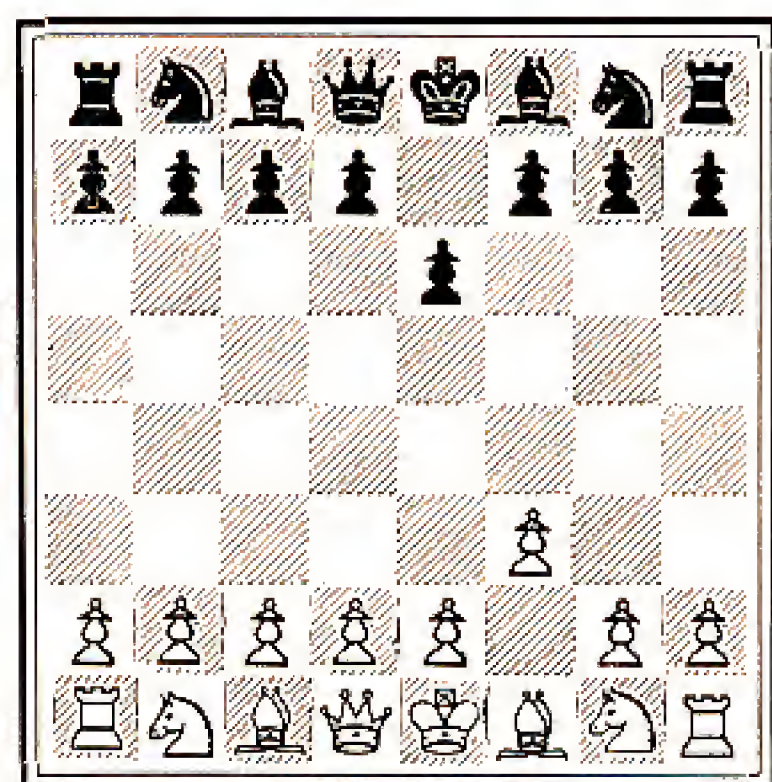
A striking example of how not to play chess is the "Fool's Mate" illustrated below. Here White completely disregards the safety of his King and is mated in 2 moves!

The King is particularly vulnerable in the early stages of the game. On his original square he is in a comparatively exposed position and subject to attack. It is extremely important, therefore, that the player avoid making opening moves which will expose his King to danger. Furthermore, the King should be moved to a place of safety as quickly as possible.

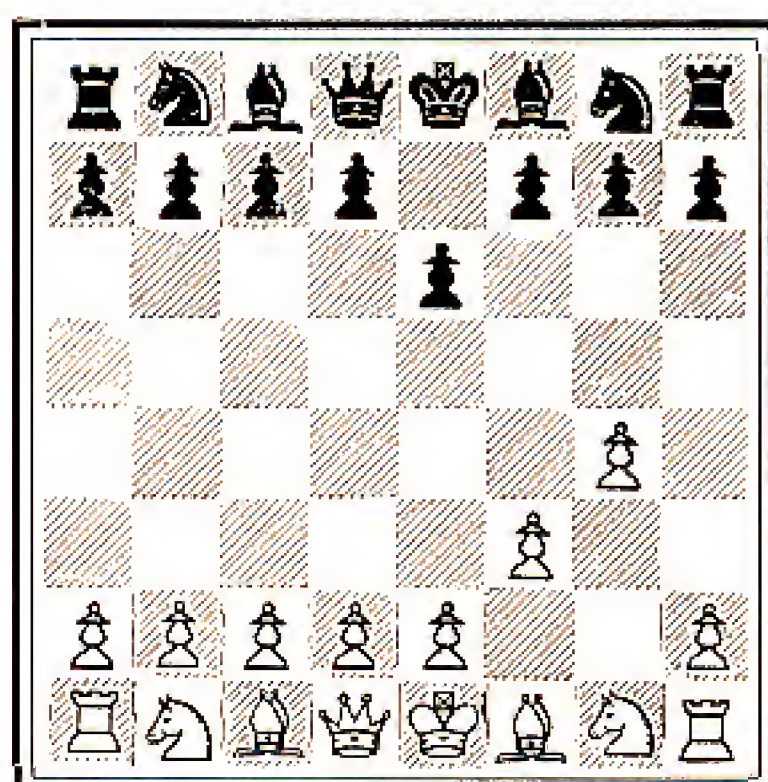
A special move with King and Rook, known as "Castling", is described on the following page. The main purpose of this move is to enable the player to quickly remove his King to a safe haven.

* * * * *

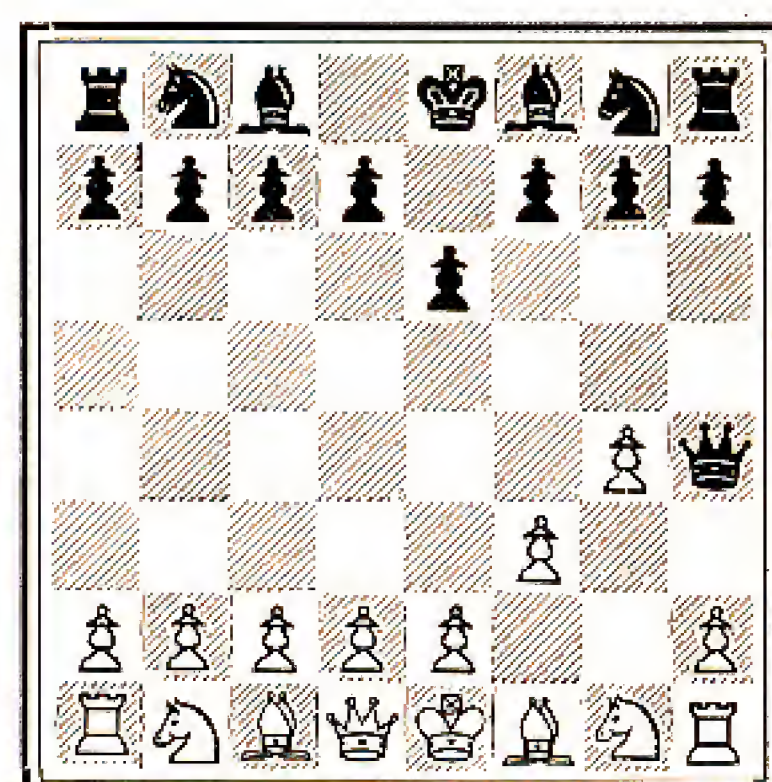
In the remaining diagrams below, the learner is reminded that any move which exposes the King to a check is an illegal move.



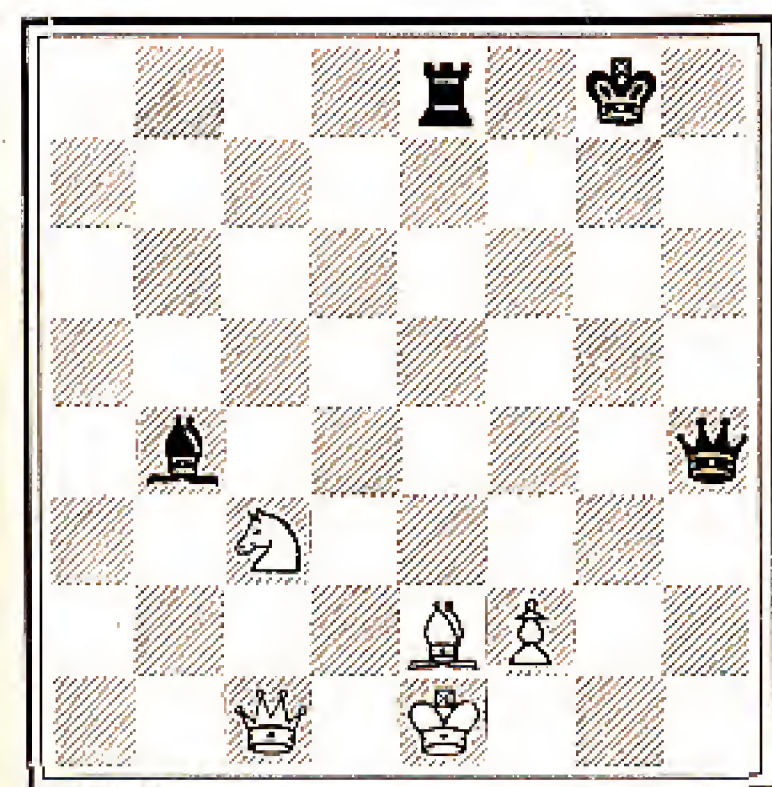
1 In the "Fool's Mate" White exposes his King to danger by playing 1 P-KB3. Black plays P-K3.



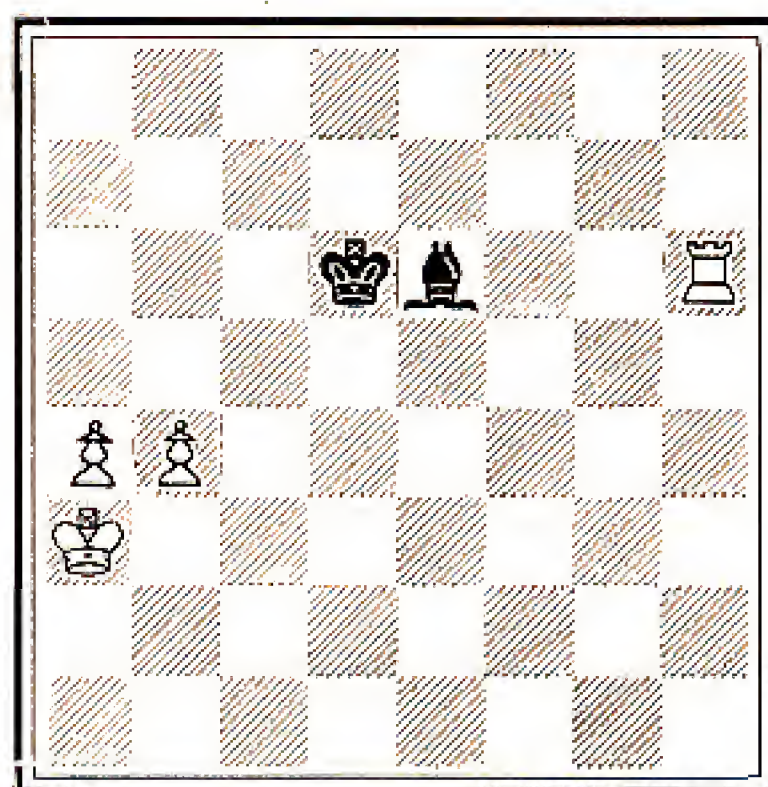
2 White completely disregards the safety of his King by continuing 2 P-KKt4.



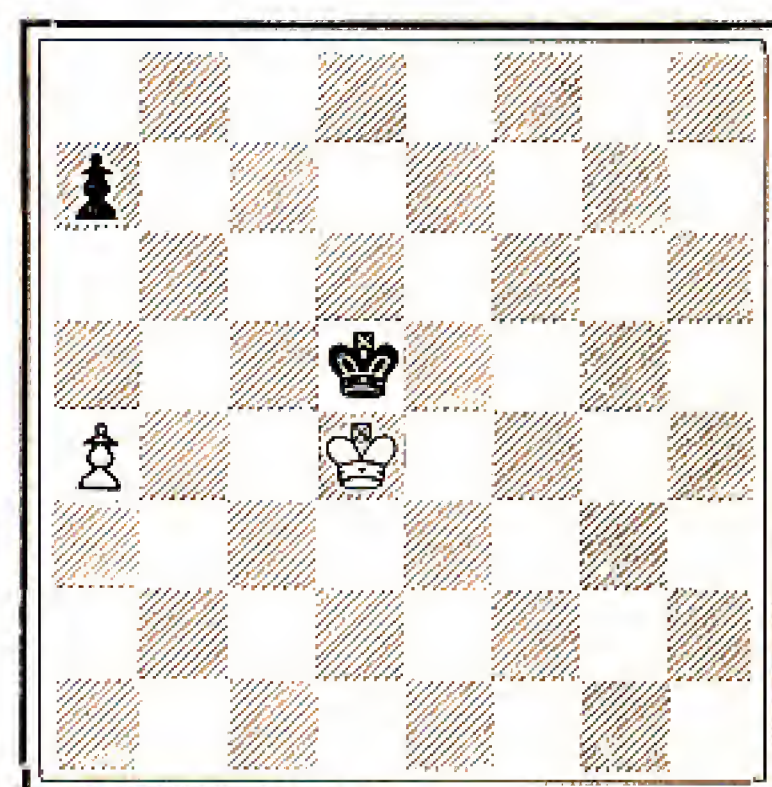
3 Black ends the "game" with 2... Q-R5 mate! An extreme example of careless play in the opening.



4 The King is never permitted to move (or capture) into check and any move by another piece which exposes the King to check is an illegal move. In the above position, any move by the White Knight, Bishop or Pawn would be illegal.



5 Here the White King is not permitted to move to either of the adjoining white squares. This would be moving into check in spite of the fact that the black Bishop is completely pinned. A check is valid, even when made by a piece with no legal moves.



6 This is an illegal position. The two Kings are mutually attacking each other, which is impossible. A King cannot attack the opposing King; to do so, he would have to move into check. Consequently, the opposing Kings must always be separated by at least one square.

How to CASTLE

with King and Rook

To enable the player to quickly remove his King to a safe location, a maneuver known as "castling" is permitted under the rules of chess.

Castling involves the movement of two pieces (King and Rook) but counts as one move. Each player is allowed to make this combined move only once during the game.

There are two methods of castling, as illustrated by the two photos on this page. The player has the choice of castling by one of these methods.

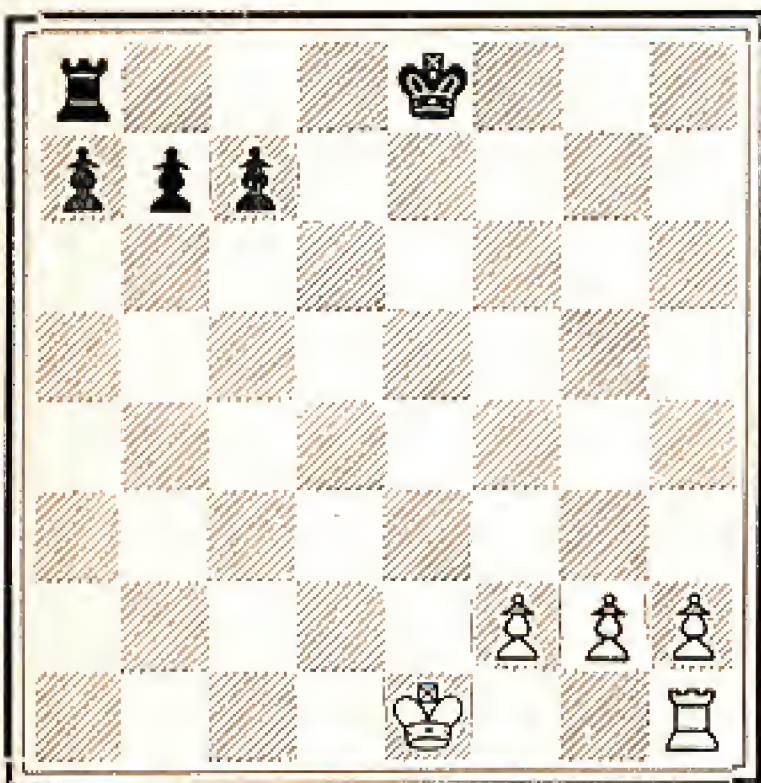
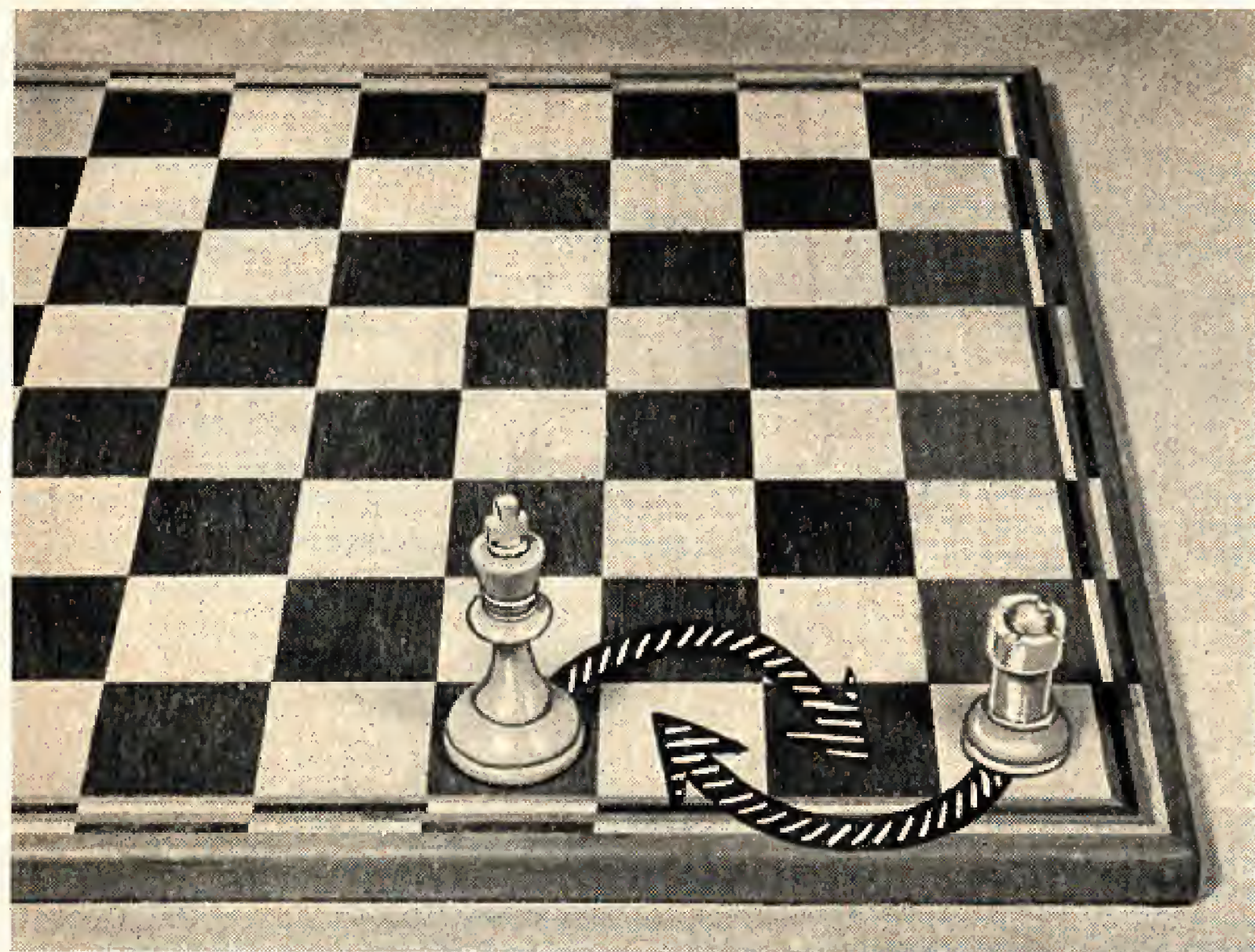
In each case, the King moves **TWO SQUARES** (to the right, or to the left) and the Rook towards which he moves is transferred to the adjacent square on the other side of the King.

The picture at the top of the page illustrates the method known as "Castling on the King's side" or "Castling King's Rook." Here White moves his King two squares towards the King-Rook and transfers this Rook to the adjacent square on the other side of the King.

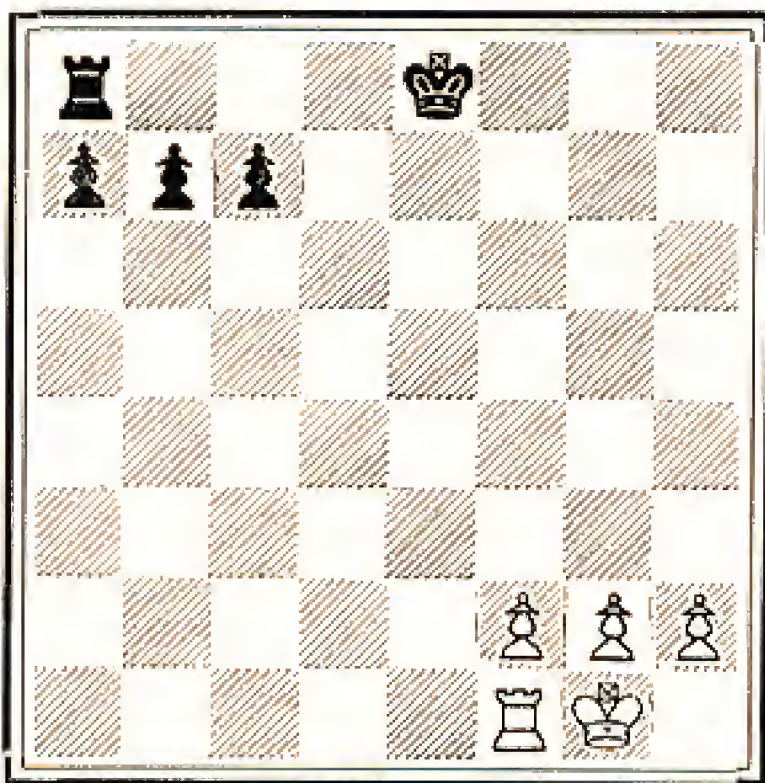
The picture at the bottom of the page illustrates "Castling on the Queen's side" or "Castling Queen's Rook." The King is moved two squares towards the Queen-Rook and the latter is placed on the other side of the King.

* * * * *

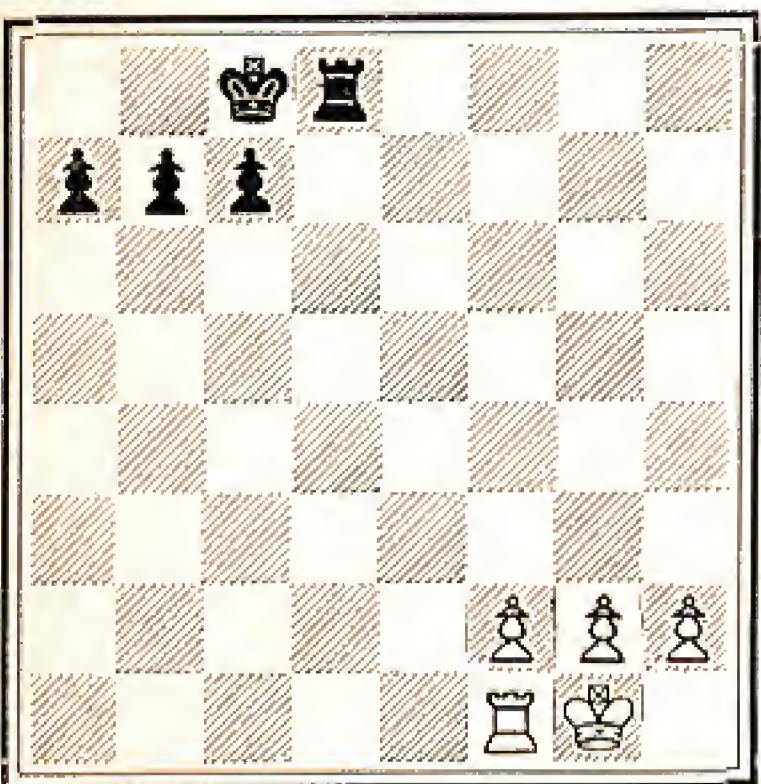
When recording a game by means of chess notation, special symbols are used for the castling moves. If a player "castles KR (King-Rook)" the move is represented by the symbol **O-O**. If he "castles QR (Queen-Rook)" the symbol **O-O-O** is used.



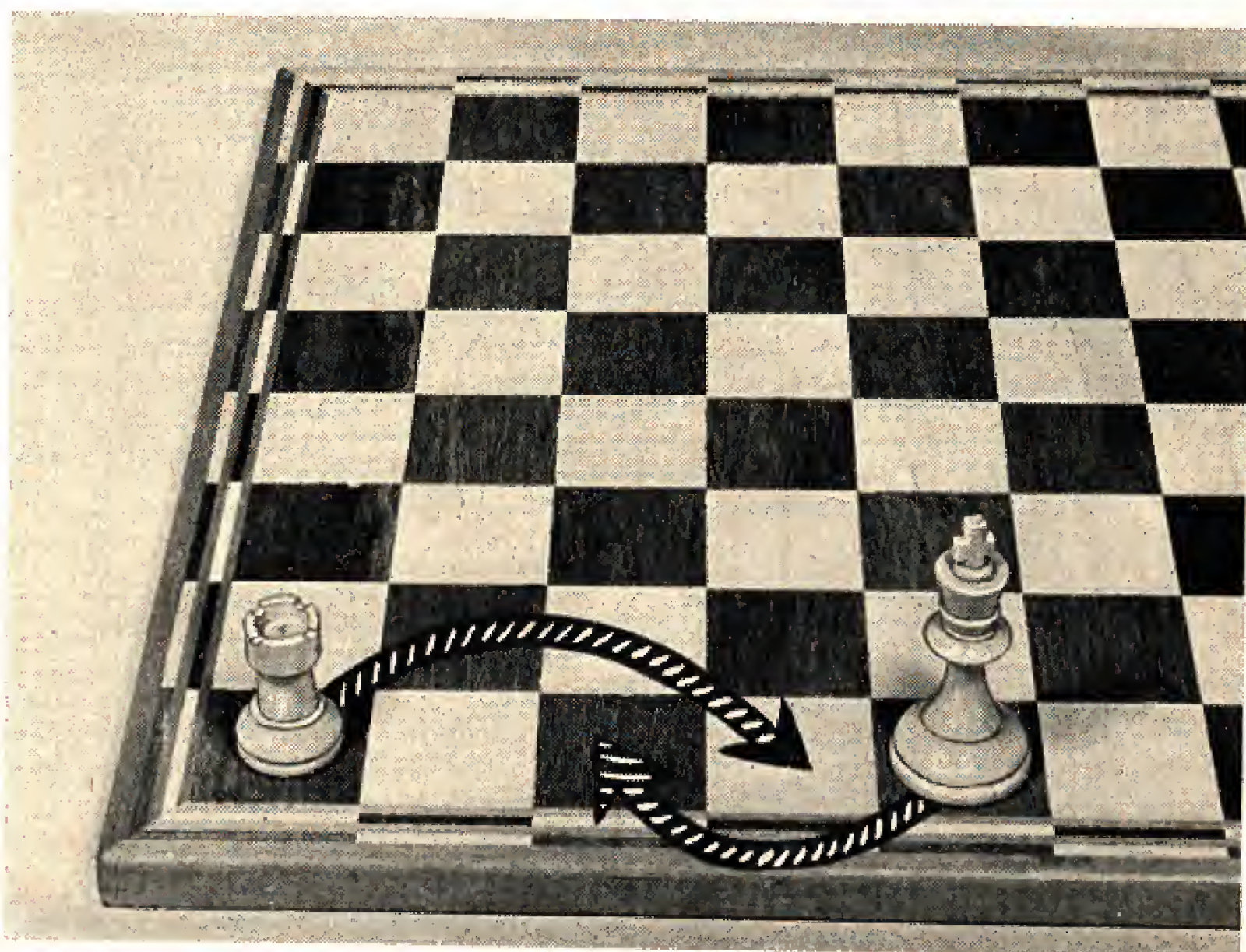
1 In this position, neither player has castled. (For the sake of clarity, other pieces normally on the board prior to castling are not shown.)



2 Now White has castled on the King's side. The King has been moved to a safer location and the King-Rook brought into active play.



3 Black has castled on the Queen's side. This method is less frequently used as it is easier to attack the King on this side of the board.



Rules on

CASTLING

Castling is an important safety privilege allowed to each player only once during a game.

However, the player must observe the rules governing this move. There are certain conditions under which castling is not permitted; and others under which the right to castle is entirely forfeited.

The rules on castling are as follows:

(a) The squares between the King and Rook used for castling must be unoccupied. Otherwise, castling is illegal. See diagram 1.

(b) As any move which exposes the King to a check is illegal, castling is not permitted if it would cause the King to occupy, or pass over, a square attacked by an enemy man. See diagrams 2 and 3.

(c) If the King is in check, he is not permitted to castle out of check. See diagram 4. (This rule is frequently misinterpreted. The fact that the King has been checked does not deny him the right to castle later in the game. Moreover, the rules permit castling with a Rook attacked by an enemy man.)

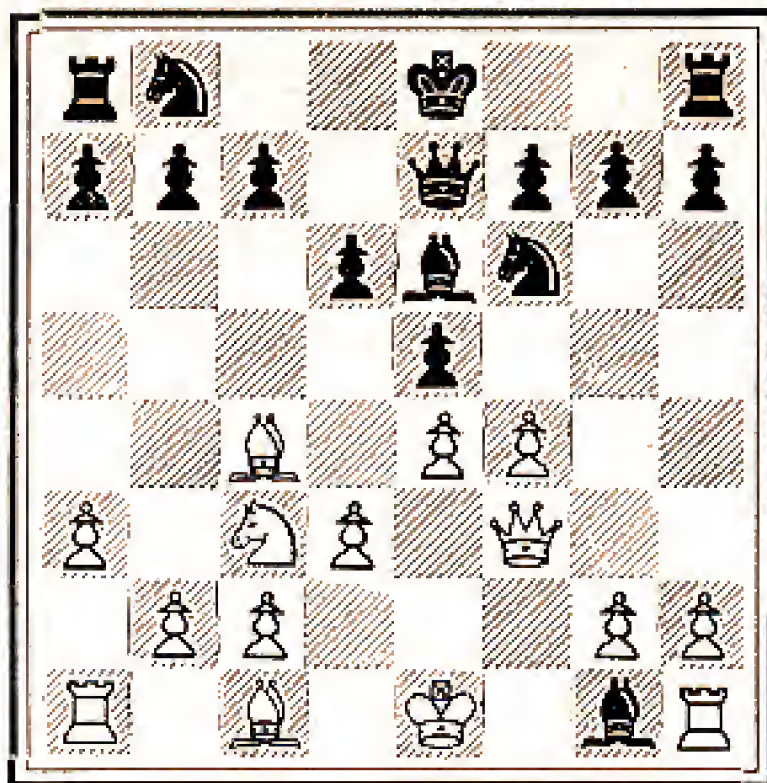
(d) If the King has moved from his original square, the right to castle is entirely forfeited. See diagram 5. (Even if the King moves back to his original square, castling is no longer permitted.)

(e) If one of the Rooks has moved, the right to castle with that Rook is entirely forfeited. See diagram 6.

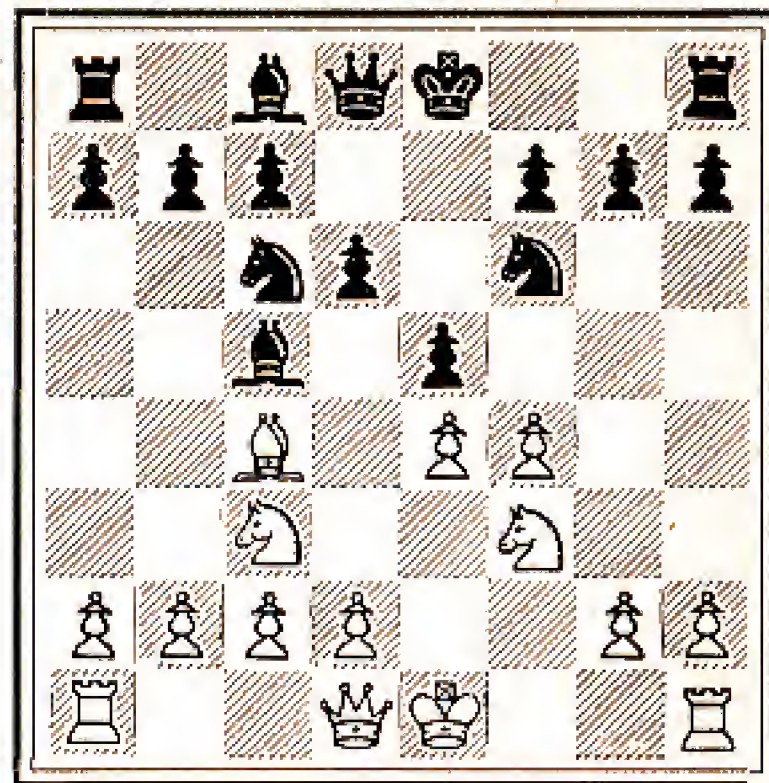
Castle Early in Game

Many chess games are lost as a direct result of delay in castling. A player who fails to castle at the earliest opportunity is taking unnecessary risks and may lose the game on this account. An uncastled King is exposed to attacks from all angles and his presence in the center of the board is a constant source of danger. The learner should make a practice of castling as soon as possible.

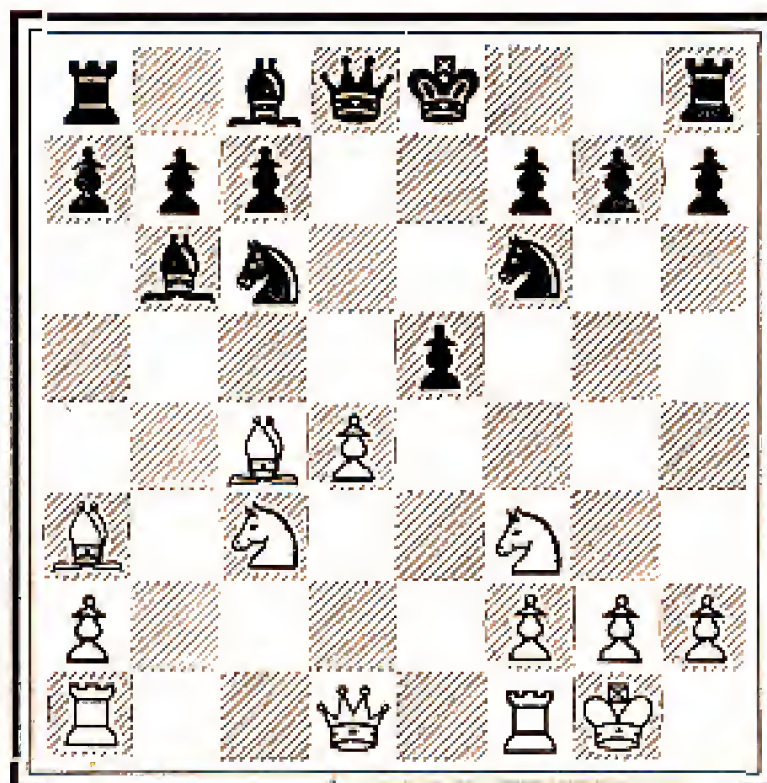
The preferred and safest method of castling is on the King's side. Surrounded by unmoved Pawns and other protecting men, the King is more secure against attack on the King's side of the board. The learner should emulate the example of experts who choose this method of castling in the vast majority of their games. It requires considerable experience to recognize the special situations in which Queen-side castling can be used to advantage.



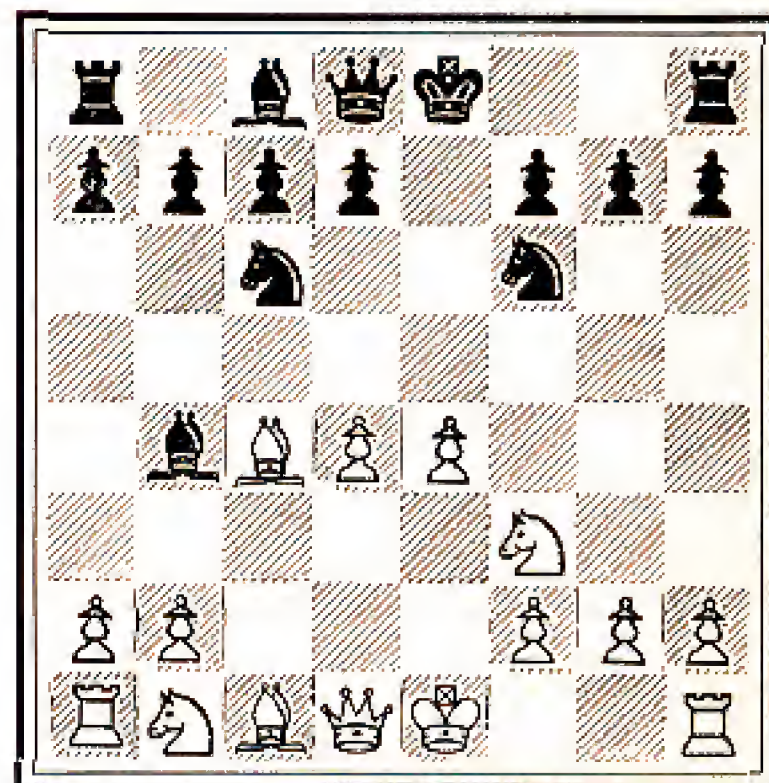
1 To castle, the squares between the King and Rook must be unoccupied. In above position, White cannot castle on either side; Black can castle on the King's side, but not on the Queen's side.



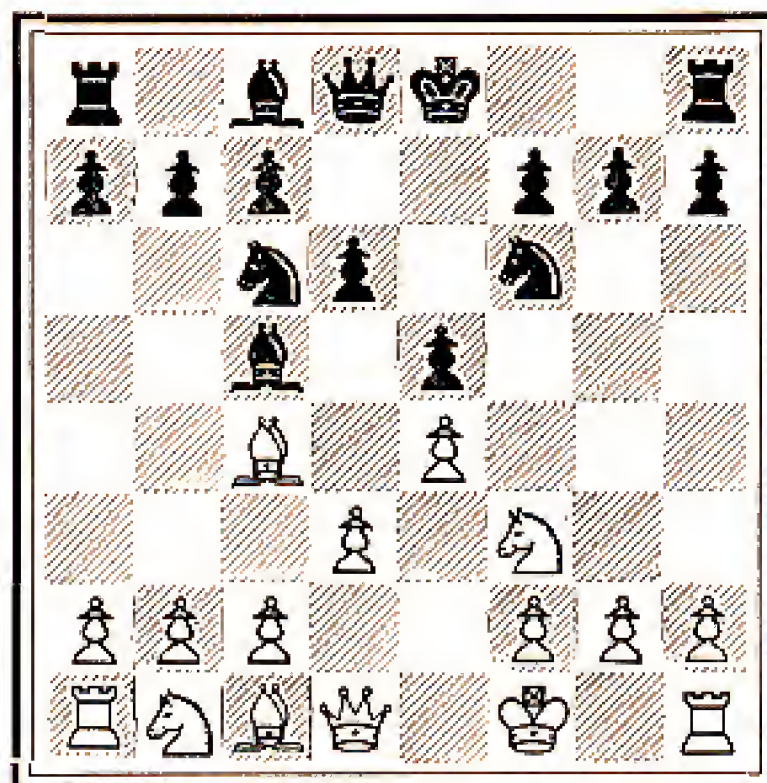
2 Castling into check is illegal. Here White is not permitted to castle as this would cause the King to occupy a square attacked by the black Bishop.



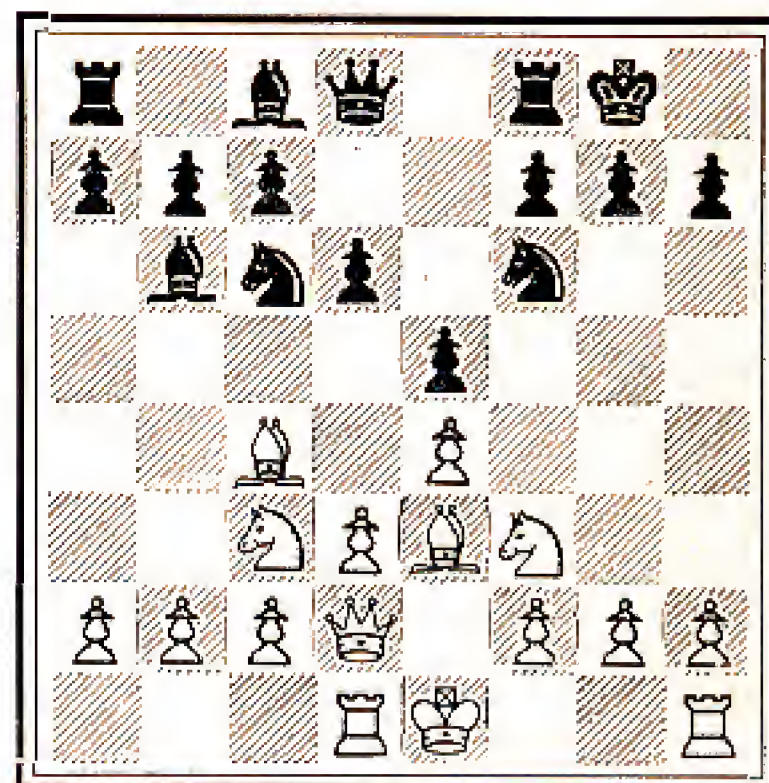
3 Castling over check is illegal. Here Black is not permitted to castle as the King would have to pass over a square controlled by the enemy Bishop at White's QR3 square.



4 Castling out of check is illegal. Here the White King is in check and is not permitted to castle to get out of check. He must get out of check by legal methods.



5 The White King has moved from his original square and has thereby forfeited the right to castle. The castling privilege is lost entirely, once the King has moved. Note that Black is getting ready to castle.



6 If a Rook has moved, the right to castle with that Rook is forfeited. In this position, White may castle with the King-Rook, but not with the Queen-Rook which has moved from its square.

The Meaning of Stalemate

We have learned that checkmate is the victorious conclusion of a game. The King is checkmated when he is in check and cannot get out of check.

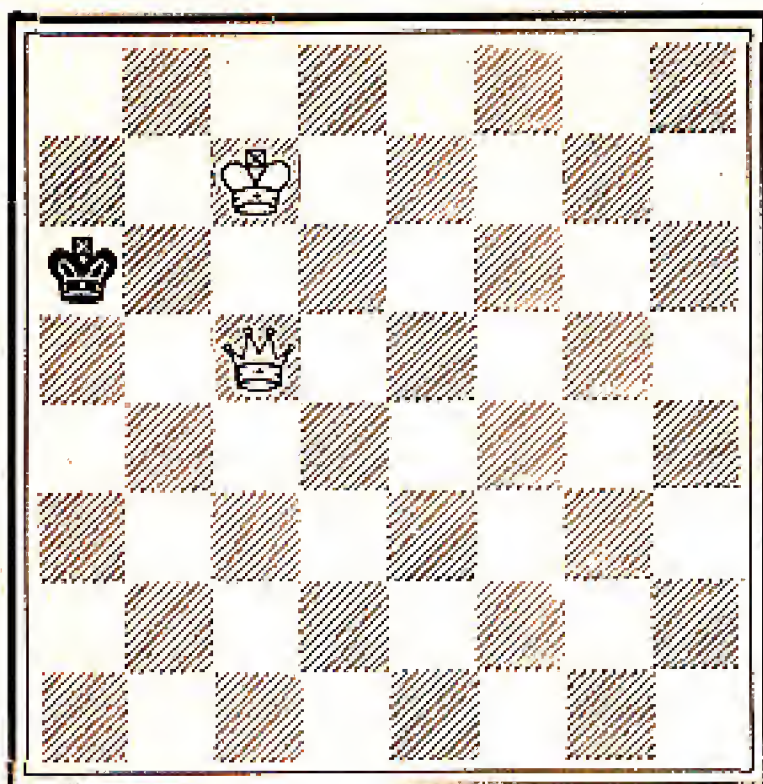
However, the player in a winning position must be careful to avoid "stalemating" his opponent. A stalemate occurs when the player who is supposed to move has, in fact, no legal moves and his King is NOT IN CHECK.

When a stalemate position is reached, the game is automatically drawn.

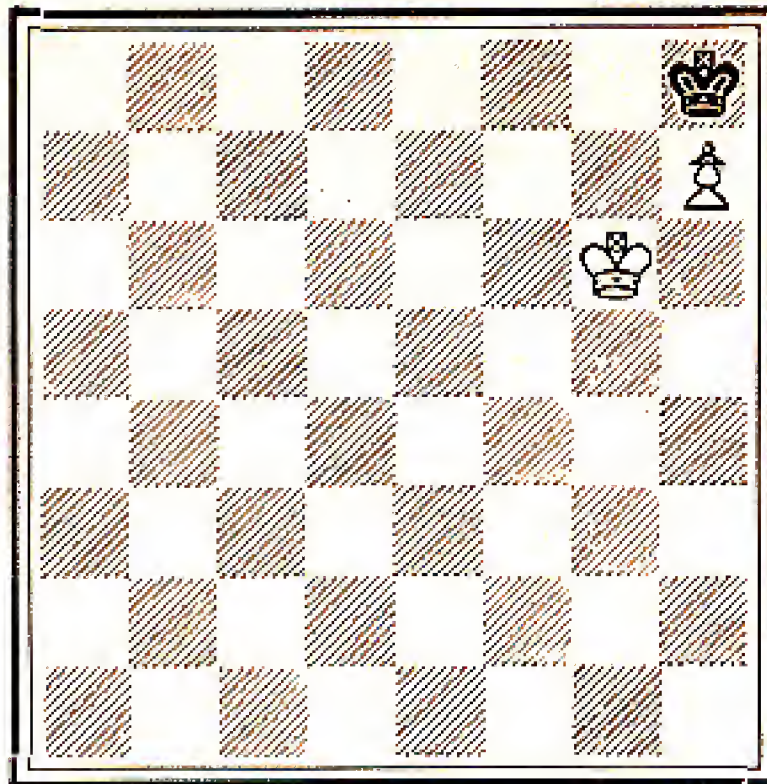
Diagrams 1-4 show typical stalemates. Note that, in each case, the player on the move is unable to make a legal move with any of his men and that his King is NOT in check. He cannot move his King without going into check and he cannot move any of his remaining men because they are blocked.

Stalemate usually occurs in the endgame when most of the pieces are off the board. Sometimes the stalemate cannot be avoided but frequently a player with a lost game will out-manuever his opponent and force a stalemate, thus obtaining a draw.

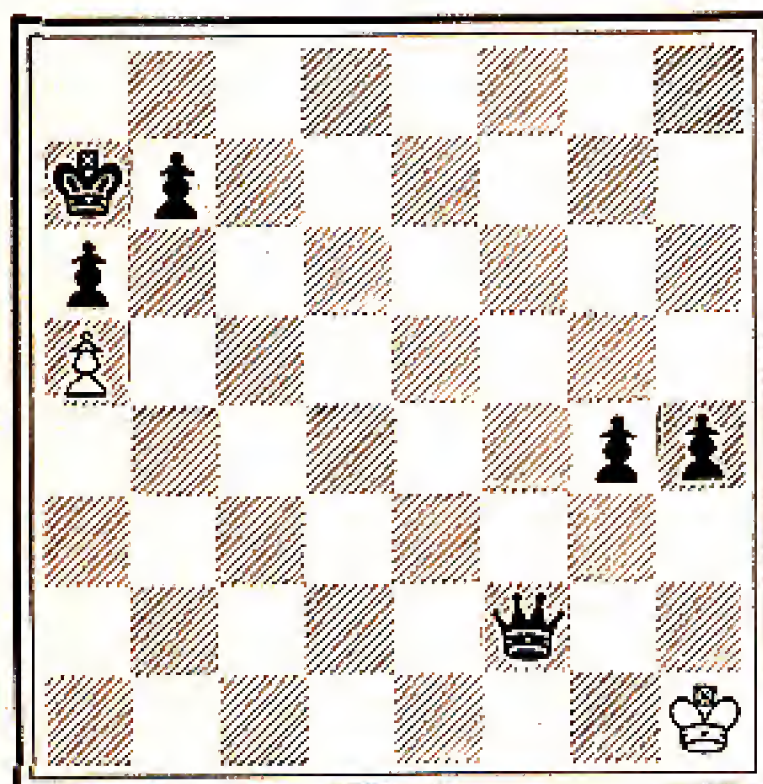
Diagrams 5A, 5B and 5C illustrate the use of the stalemate idea in saving an otherwise lost game.



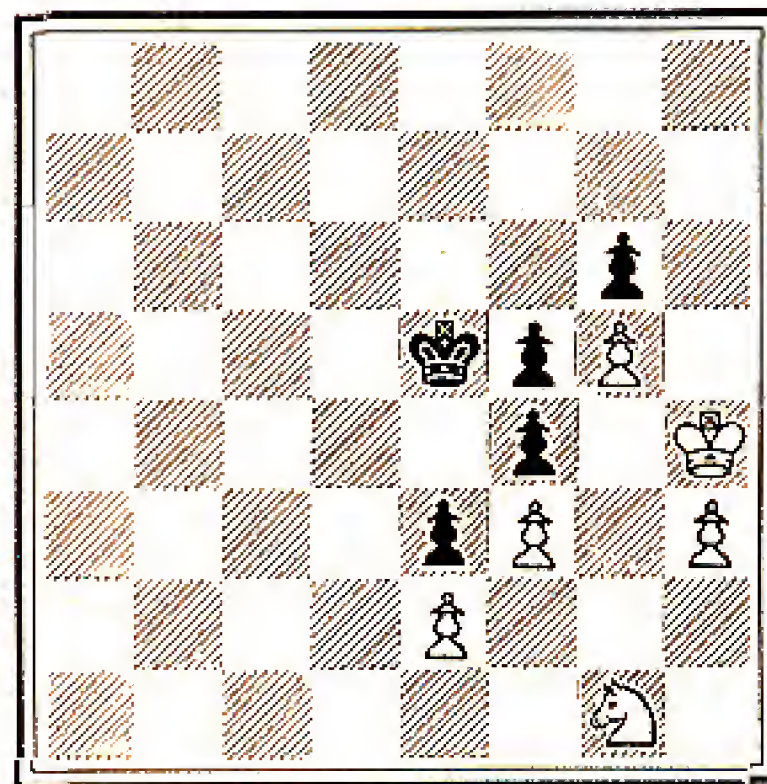
1 It is Black's turn to move, but his King cannot move without going into check. As he is not in check and has no legal moves left, he is stalemate and the game is drawn.



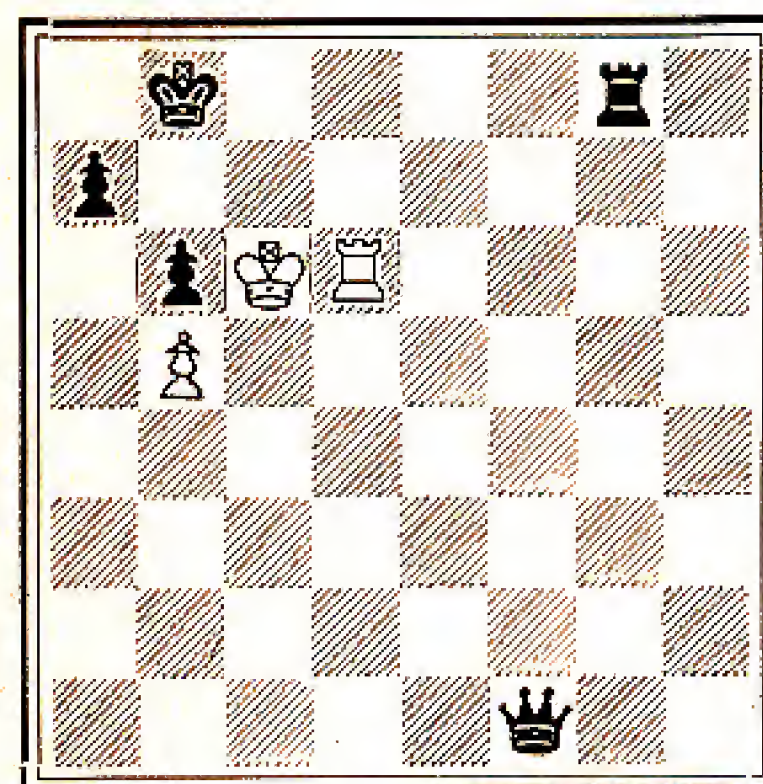
2 Black, whose turn it is to move, is unable to make a legal move and his King is not in check. He is therefore stalemate and the game is drawn.



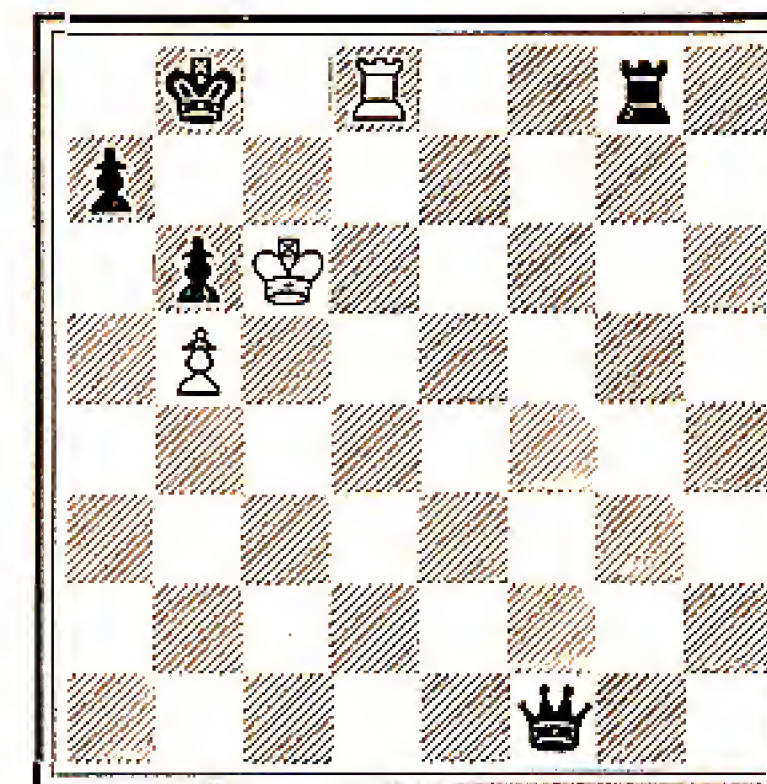
3 This is the final position of an actual game. Black has just captured the white Queen with his own Queen and now White has no legal moves and the game is drawn by stalemate.



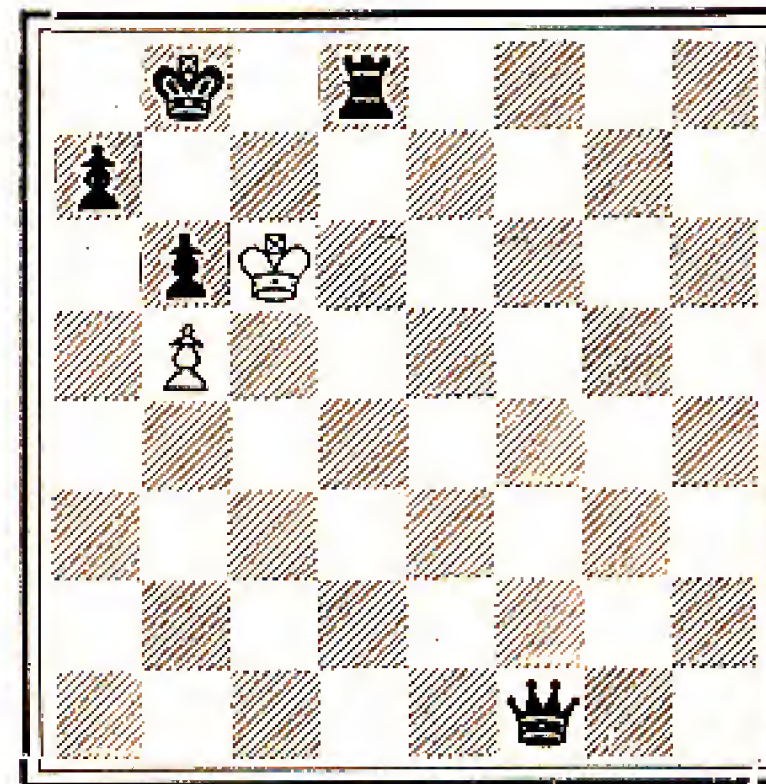
4 It is White's turn to move. His Knight cannot move, his Pawns are blocked and his King cannot move without going into check. The position is a draw by stalemate.



5A White is a Queen behind but he has an ingenious way of saving the game.

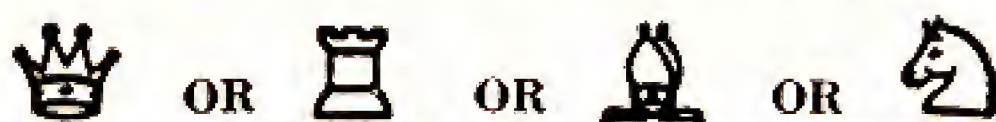


5B He checks the Black King with his Rook and Black is forced to capture.



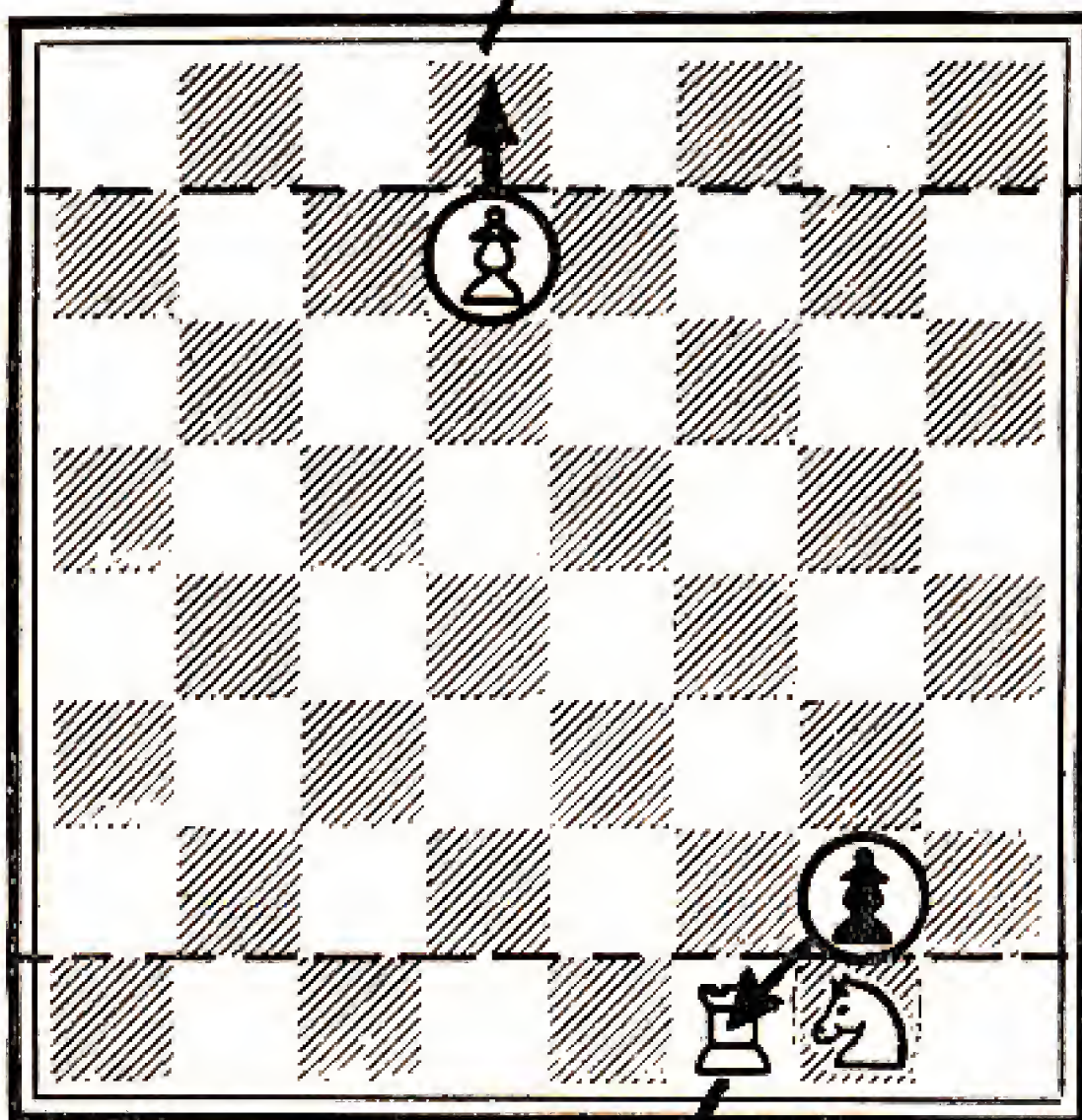
5C Black has captured the checking Rook and now White has no legal moves. He has saved the game by forcing stalemate.

THE PAWN BECOMES A



WHITE'S

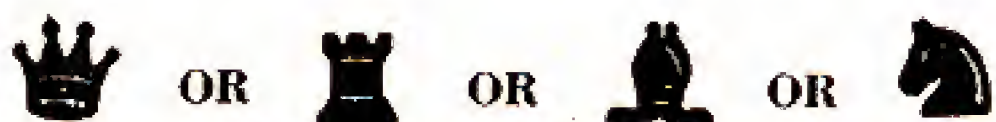
8th RANK



BLACK'S

8th RANK

THE PAWN BECOMES A



Promotion Power of the Pawn

You have undoubtedly seen many references to the "lowly Pawn" in literature and the daily press. Writers are fond of describing unwitting tools or those pre-destined to some dire fate as "mere Pawns."

It is true that the Pawn is the weakest of all the chessmen. While the Knights go leaping about the board and the Bishops, Rooks and Queens swing from one side to the other, the Pawn plods ahead one square at a time. His V-shaped capturing power adds to his strength and he is invaluable for defense, but the Pawn's scope is limited.

However, the Pawn is the one and only chessman with a real future ahead of him. He starts life at the lowest rung in the ladder of chess but he can look forward to promotion when he reaches his goal—which is something none of the other men can do.

If a Pawn succeeds in reaching the 8th rank, he immediately becomes a Queen, Rook, Knight or Bishop! The player who successfully advances a Pawn to his 8th rank immediately substitutes one of these pieces for the Pawn. The choice of pieces is up to the player but he *must* make the substitution. On

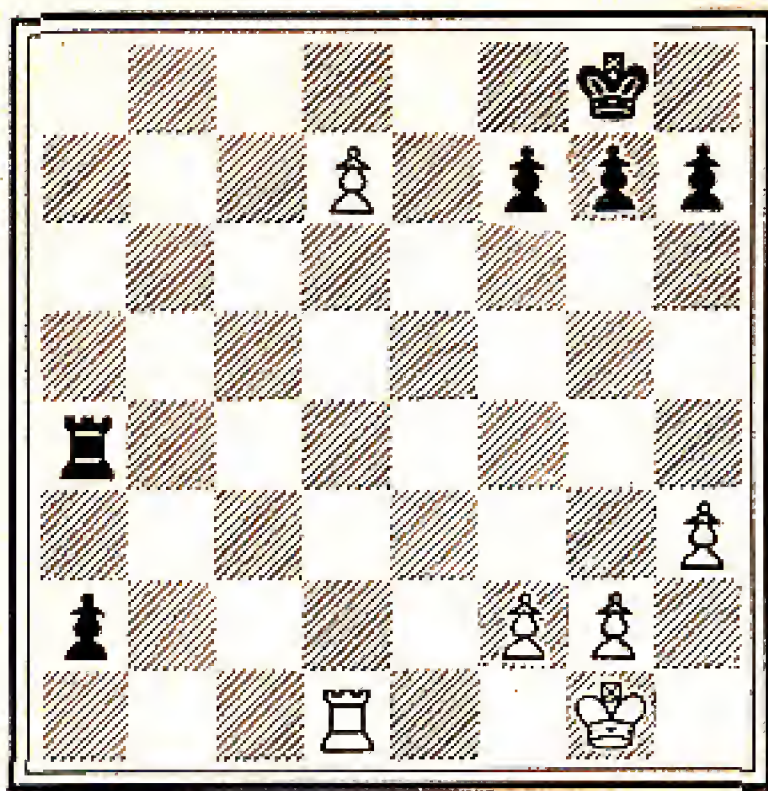
reaching the 8th rank a Pawn cannot remain a Pawn. Another piece of the same color must be substituted—any piece but a King.

A Queen is usually selected as she is the most powerful piece and this promotion is called "Queen-ing a Pawn." The term "under-promotion" is used if a player selects one of the less valuable pieces—a Rook, Knight or Bishop.

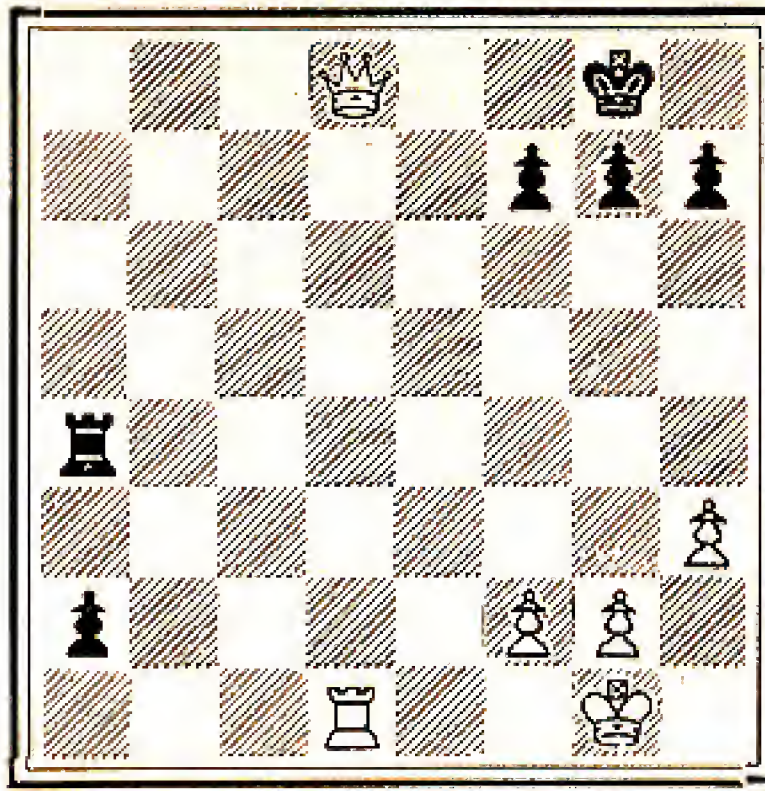
As illustrated in the above diagram, a Pawn can reach the 8th rank by moving there in the ordinary way or by capturing an enemy unit. Thus, the White Pawn can advance one square and on reaching the 8th rank it is immediately promoted to a White Queen, Rook, Bishop or Knight. The Black Pawn can reach the 8th rank by capturing the White Rook. Upon making this capture, the Pawn is immediately promoted to a Black Queen, Rook, Bishop or Knight.

Pawn promotion is not affected by the presence or absence of similar pieces on the board. For instance, if a player has his original Queen and promotes a Pawn he can have two Queens on the board—or more, if he can promote other pawns.

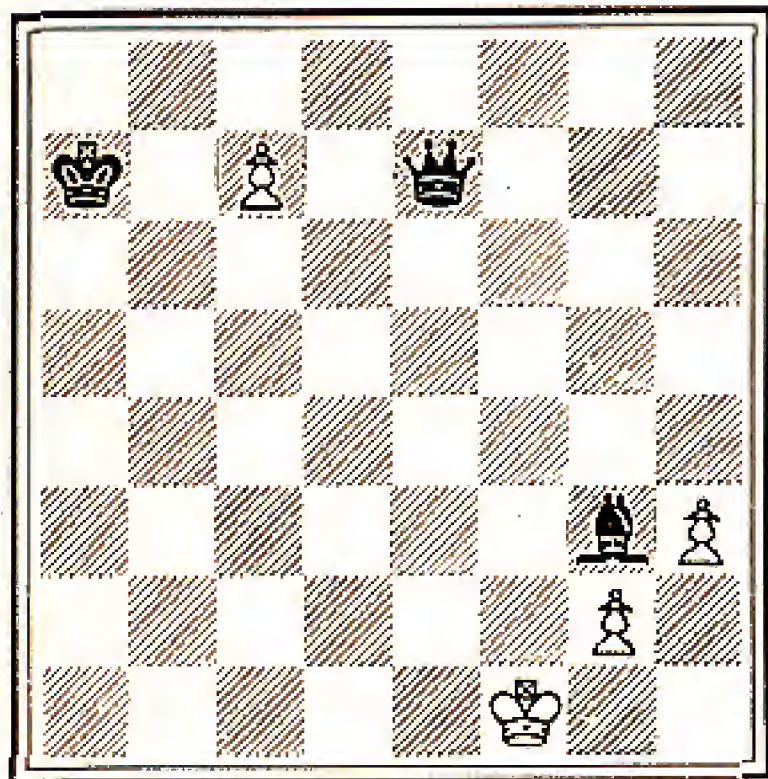
Examples of Pawn Promotion



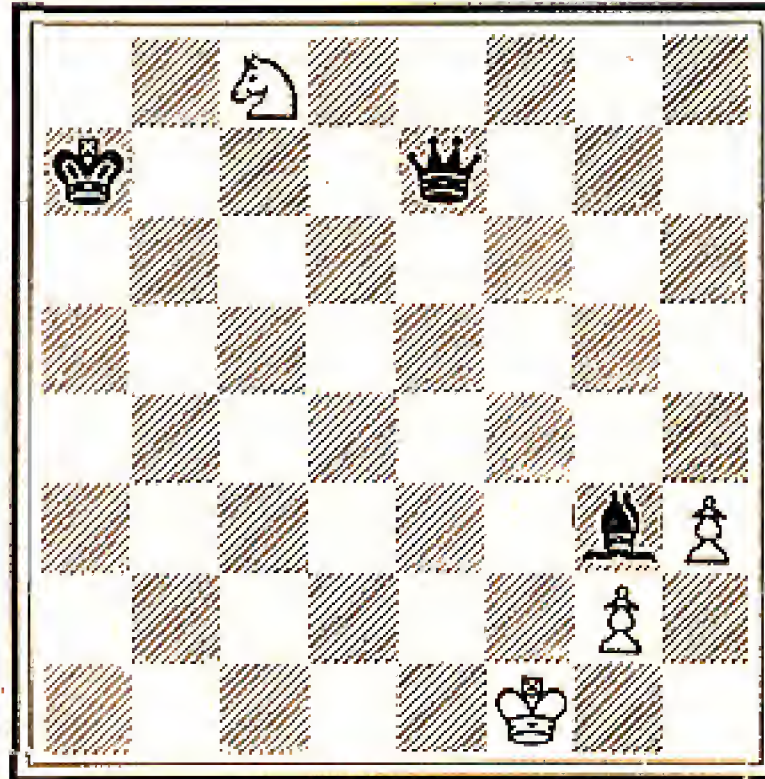
1A It is White's turn to move and he advances his Queen's Pawn one square to the eighth rank.



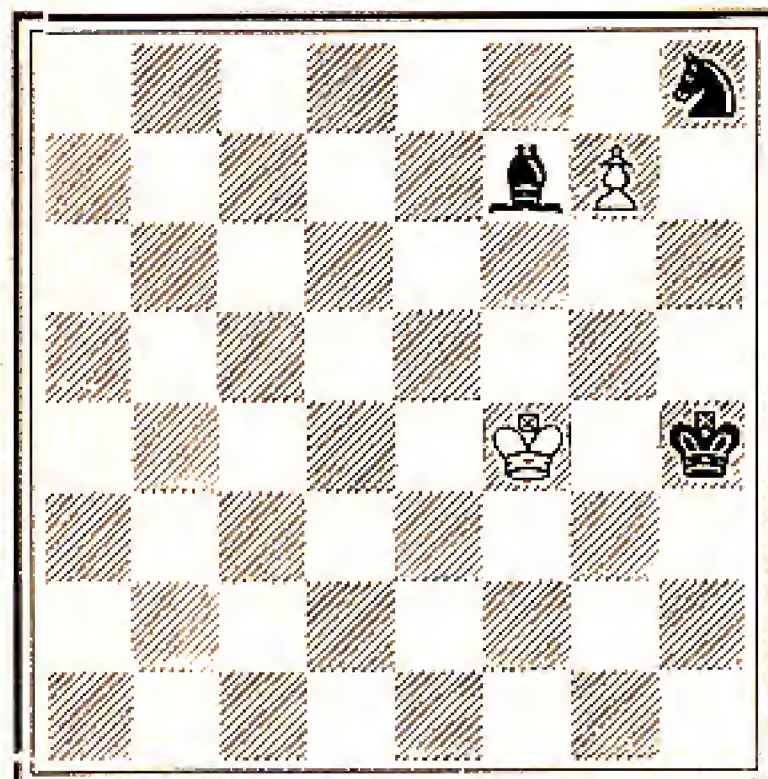
1B He substitutes a Queen for the promoted Pawn and thus checkmates the Black King.



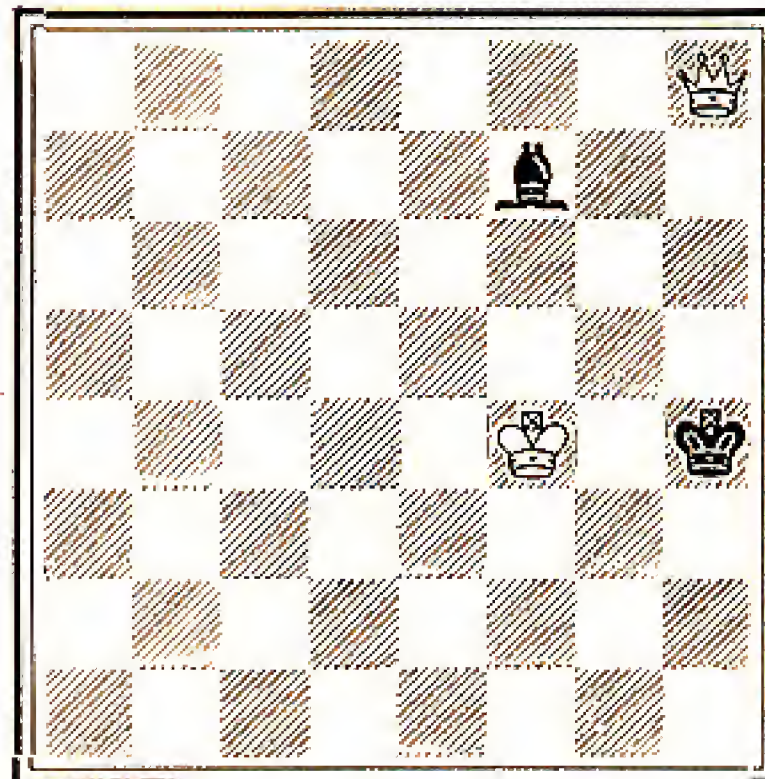
2A It is White's move. He could not win by promoting his Pawn to a Queen. In fact, should he do so, the Black Queen would swoop down the file and checkmate him!



2B Instead, White under-promotes the Pawn to a Knight and checks the King which must move out of check. Note that after the King moves, White captures the Queen with his Knight.



3A If White's Pawn were to advance, the Bishop would simply capture it at once.



3B Instead, White captures the Knight, promoting the Pawn to a Queen and wins easily with his superior material.

The fact that a Pawn can be promoted to a powerful Queen or other piece has a tremendous effect on the strategy of the game.

The promotion power of the Pawn greatly enhances its potential value. This is particularly true of a "passed Pawn" — a Pawn which has passed beyond the barricade of opposing Pawns and can no longer be captured by an enemy Pawn. Such a Pawn is a potential threat which cannot be ignored. The closer it gets to the 8th rank the more dangerous it becomes. Its progress must be blocked with valuable pieces.

In the final stages of a chess game, much of the play frequently hinges around the creation of a passed Pawn and the subsequent removal of blockading pieces which prevent it from reaching the 8th rank.

It will be realized, therefore, that the value of a Pawn must not be underestimated. The loss of even one Pawn in the early part of the game may be sufficient to enable the opponent to win the ending with his extra Pawn.

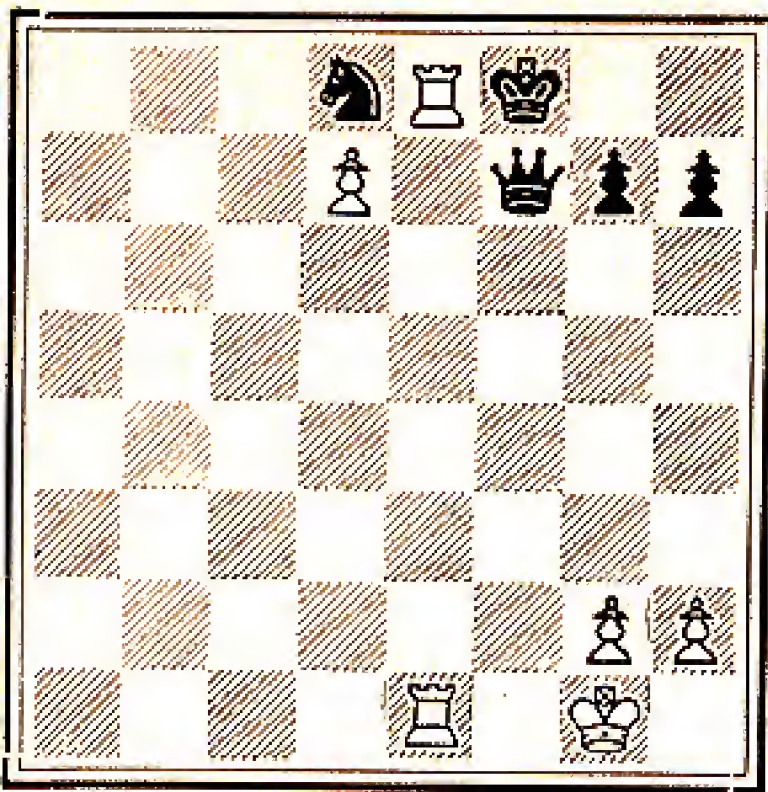
The technique of creating and utilizing a passed Pawn will be explained later. In the meantime, some examples of final Pawn promotion are given in the diagrams on these pages.

Diagrams 1A and 1B show the promotion of a Pawn to a Queen which checkmates the opponent.

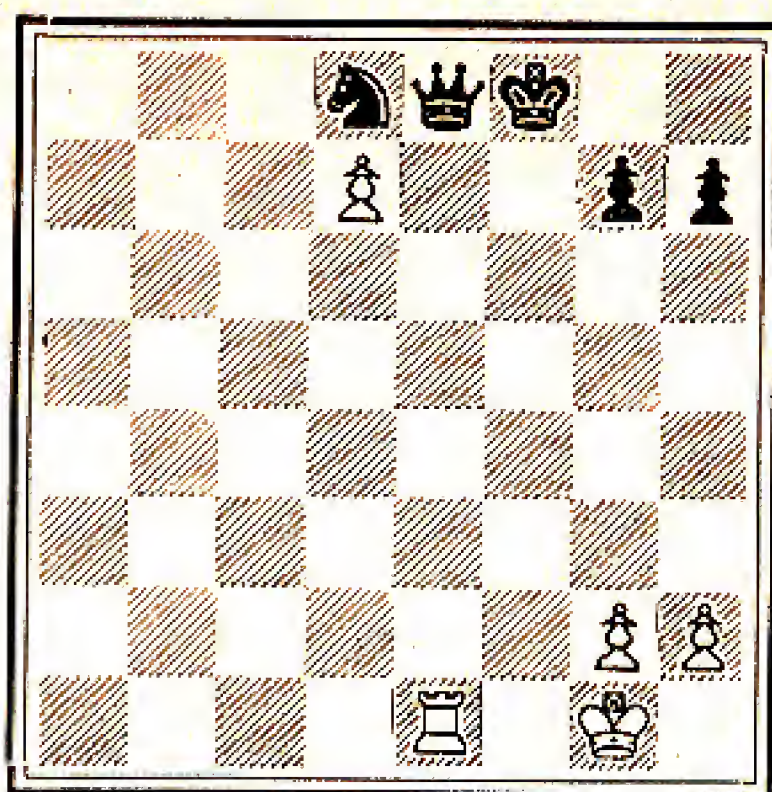
Diagrams 2A and 2B illustrate the "under-promotion" of a Pawn to a Knight. Such cases are exceptional. As in the position shown, there must be a definite reason for not promoting to a Queen.

Diagrams 3A and 3B show how a Pawn is queened by capturing an enemy man on the 8th rank. In the position illustrated, White had the choice of queening his Pawn by moving it forward or by capturing. He selected the method which enabled him to win.

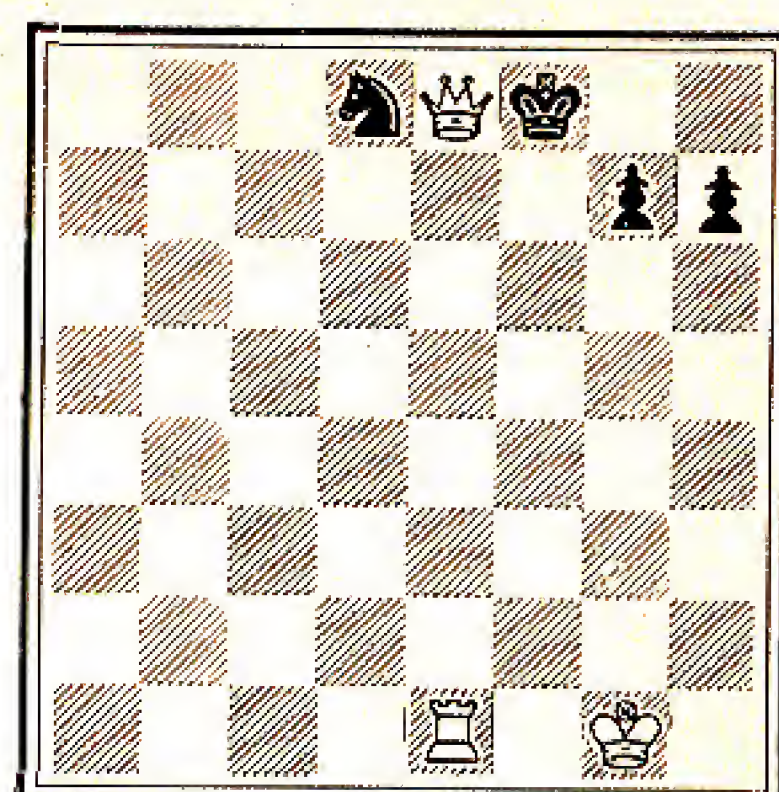
Diagrams 4A, 4B and 4C on the next page show how a player can sometimes force a capture which enables him to Queen a blocked Pawn on the 7th rank.



4A White has a Pawn on the 7th rank but it is blocked by the Black Knight. As shown here, he checks the Black King with his Rook.



4B To get out of check, Black is forced to capture the checking Rook with his Queen. There is no other way in which he can get out of check.



4C Whereupon White captures the Black Queen with his Pawn. Having reached the 8th rank, the Pawn becomes a Queen which checkmates Black.

How the Pawn Captures "en passant"

On a previous page, we explained the Pawn's method of capturing. There is, however, a special type of capture which happens occasionally in a game.

When a Pawn advances to a square on the fifth rank of the board, it is permitted a capturing privilege called capturing "en passant" (while passing). This special type of capture is illustrated in the three diagrams below.

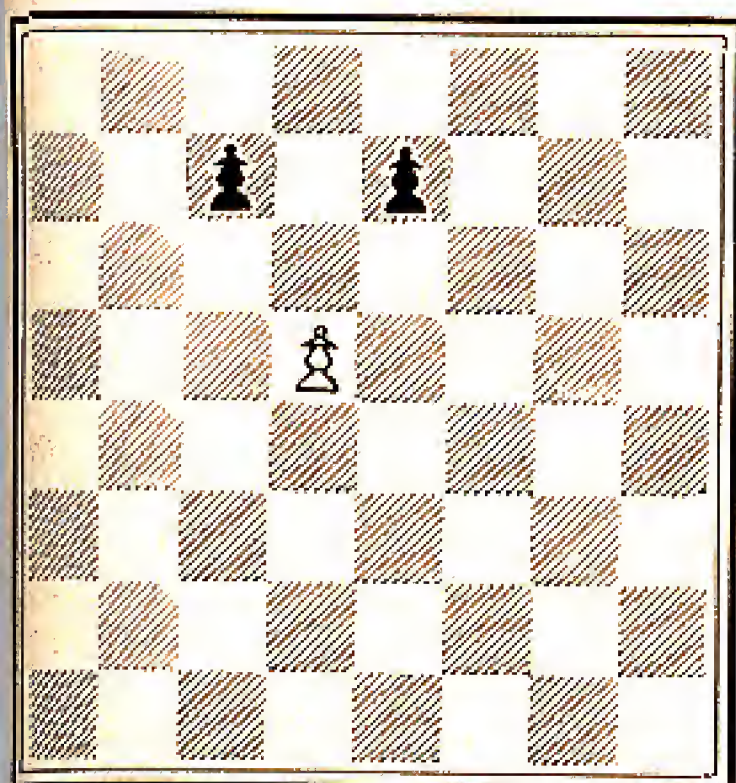
Diagram 1A shows a White Pawn on the fifth rank. This Pawn controls the two white squares diagonally in front of it; in other words, if either of the two Black Pawns in the diagram moved forward **ONE SQUARE**, the White Pawn could capture it.

In Diagram 1B, one of the Black Pawns has

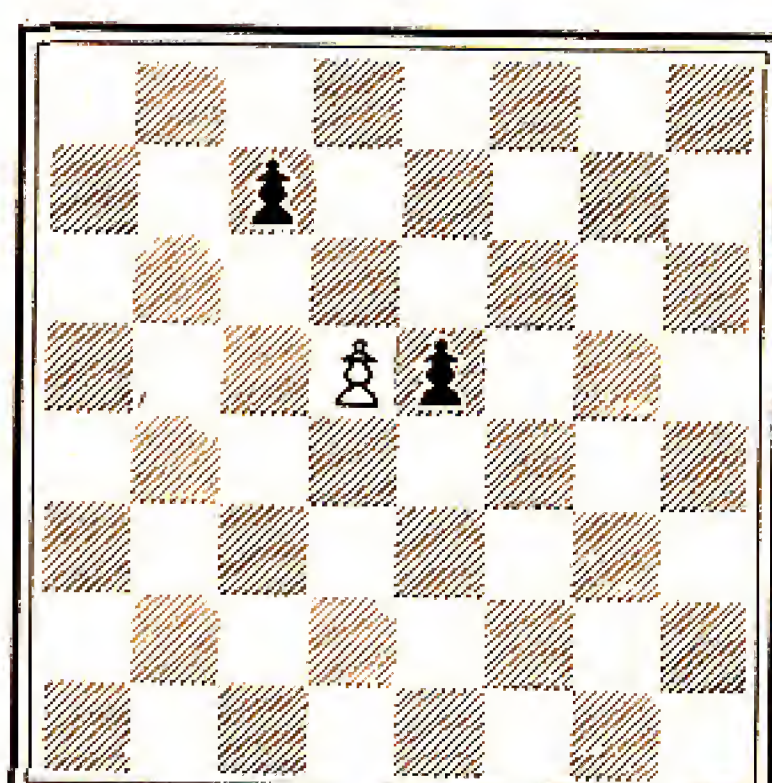
moved forward **TWO SQUARES**, as it is permitted to do on its first move. In doing so, it has passed through the square on which the White Pawn could have captured it. This gives the White Pawn the right to capture the Black Pawn, just as though it had moved forward only one square.

Diagram 1C shows the White Pawn exercising the power of capturing "en passant." The Black Pawn has been captured while passing — just as though it had moved only one square.

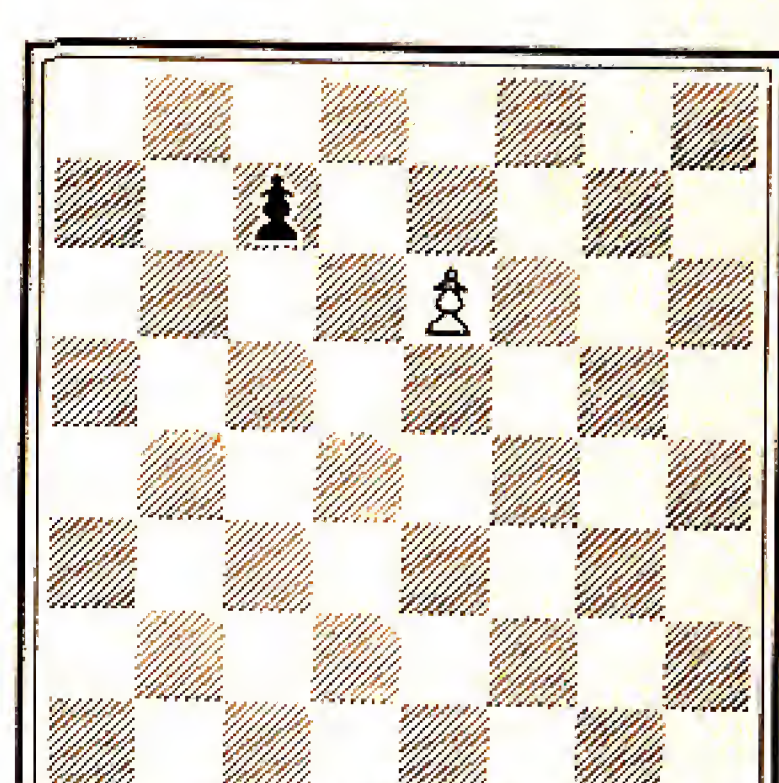
Capturing "en passant" can only be done with a Pawn on the fifth rank and affects only adverse Pawns on the adjoining files attempting to pass its normal range of capture. The "en passant" capture is optional but the capture must be made immediately or not at all. Thus, in Diagram 1B, if White decides not to capture "en passant" the Black Pawn is immune from that method of capture.



1A The White Pawn is on the 5th rank and controls the two white squares diagonally in front of it (K6 and QB6).



1B One of the Black Pawns has moved two squares, thus passing through a square controlled by the White Pawn.



1C The White Pawn has captured "en passant"—while passing. The capture is made just as though the Black Pawn had advanced one square.



READERS' QUESTIONS

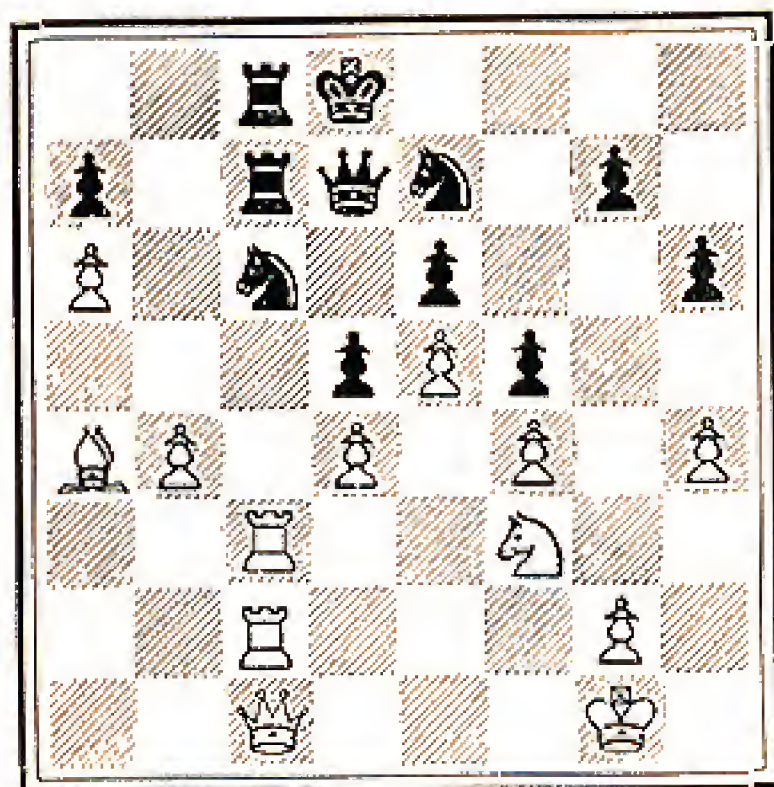
ANSWERED BY
ALBERT S. PINKUS

Answers to questions of general interest are published in this department. Questions must be specific and brief. Address Questions Editor, CHESS REVIEW, 250 West 57th Street, New York 19, N. Y.

Several readers have asked me to define "Zugzwang," "Smothered Mate," and other terms used in chess.

ZUGZWANG is a German term in common use among chessplayers. A player is said to be "in Zugzwang" when he is reduced to a position in which any move he makes will be detrimental to his game. In some cases, any available move leads to an immediate loss of material; in others the effect is injurious from a positional point of view and enables the opponent to obtain a definite advantage.

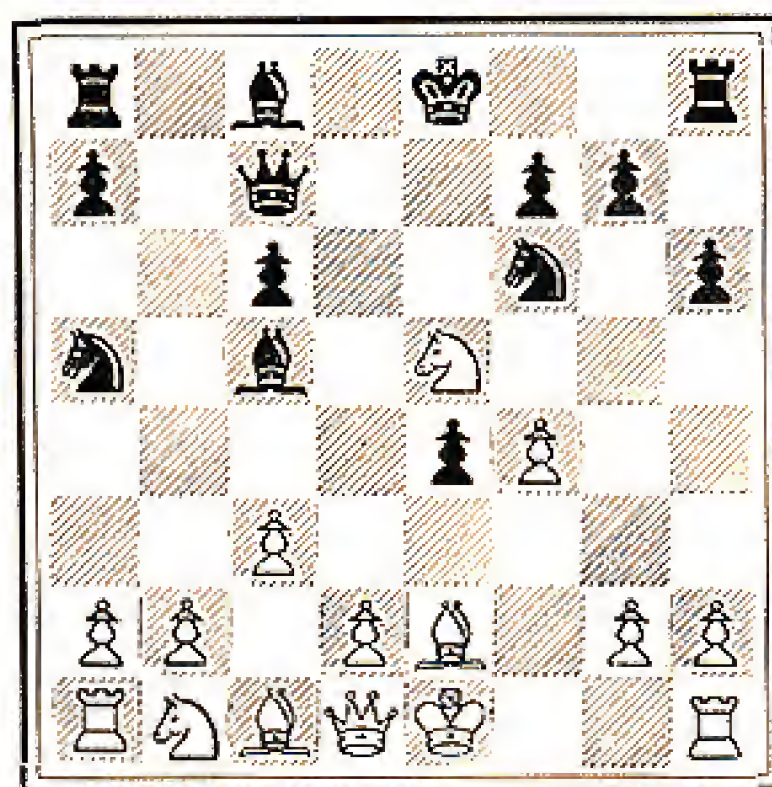
Zugzwang positions are usually reached in relatively simple endgames but occasionally occur in the middle game with most of the pieces still on the board. A good example of the latter is the following position from the game Alekhine vs Nimzovich, San Remo 1930.



Position after White's 30th Move.

Black is in zugzwang. The game continued 30 Q-K1; 31 P-Kt5 and Black resigned. An examination of the diagram shows that Black has no way of avoiding the loss of a piece. For instance, if 30 P-Kt3; 31 K-R2, P-R4; 32 K-R1 and Black's waiting moves are exhausted; any move he makes will lead to immediate loss of material.

FORSYTH NOTATION is a method of recording positions. An example is given below.



This position is recorded in Forsyth Notation as follows:

```
r 1 b 1 k 2 r
p 1 q 2 p p 1
2 p 2 kt 1 p
kt 1 b 1 Kt 3
4 p P 2
2 P 5
P P 1 P B 1 P P
R Kt B Q K 2 R
```

The eight lines indicate the pieces and unoccupied squares on the eight ranks, starting with Black's first rank (at the top of the board in the diagram) and "reading" the position from left to right.

The small letters denote Black men and Capital letters denote White men. The figures indicate the number of unoccupied squares.

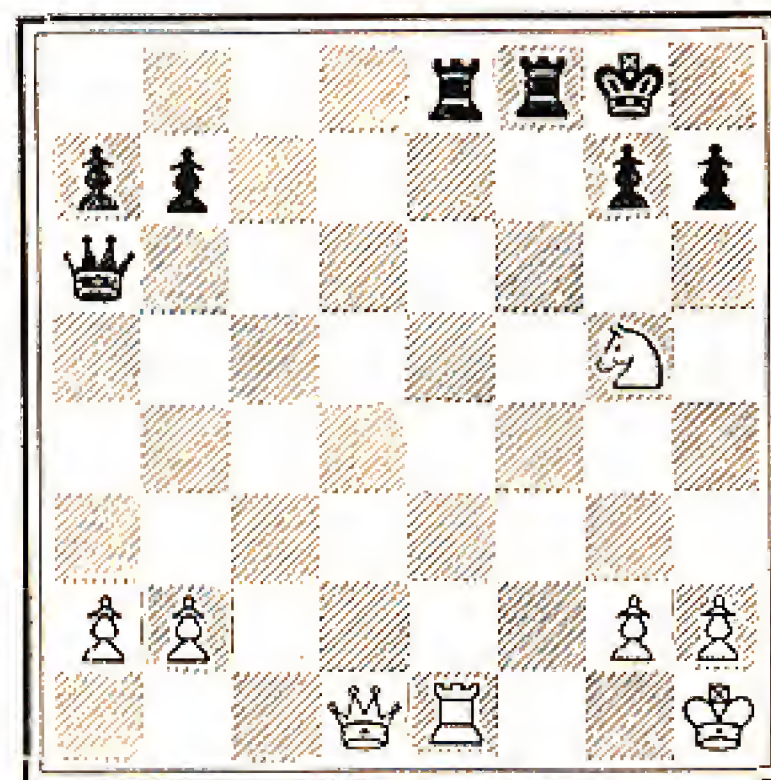
Thus, the first line shows the "contents" of Black's first rank and is read as follows:

Black Rook; one square; Black Bishop; one square; Black King; two squares; Black Rook. Compare with diagram.

SMOTHERED MATE is a checkmate given by a Knight when all the squares around the checkmated King are occupied by his own

pieces. The King's own men block his escape.

A good example of smothered mate occurs in the following combination:



White to Play and Win

1 Q-Kt3ch, K-R1; 2 Kt-B7ch, K-Kt1; 3 Kt-R6ch, K-R1; 4 Q-Kt8ch, RxQ; 5 Kt-B7 mate. This type of combination leading to a smothered mate is known as "Philidor's Legacy."

If against the Sicilian Defense, White develops his pawn at QB3 in order to build up a pawn center, what counter measures should Black take?—M. D. Kobut, N. Y.

After 1 P-K4 P-QB4; 2 P-QB3, Black has two effective lines of play:

(a) 2 . . . P-K3 which leads into the French Defense with 3 P-Q4, P-Q4; 4 P-K5, Kt-QB3; 5 Kt-B3, Q-Kt3.

(b) 2 . . . P-Q4 which seems an aggressive line for Black. Some continuations are:

3 B-Kt5ch, B-Q2; 4 Q-R4, PxP; 5 BxBch, QxB; 6 QxP, Kt-QB3, 3 B-Kt5ch, Kt-B3; 4 Q-R4, Q-Q3; 5 Kt-B3, PxP; 6 QxKP, B-Q2, 3 P-K5, Kt-QB3; 4 P-Q4, PxP; 5 PxP, Q-Kt3; 6 Kt-QB3, P-K3.

The first two favor Black; the third is even.

Is it legal to castle when the Rook is on take? I assume it is since Alekhine suggests it in a note to move 16 of game No. 1 in Best Games of Chess 1908-1923.—Sgt. Schuyler C. Marshall, Camp Pike, Va.

This assumption is correct. The laws of chess (Official Code of the Federation Internationale Des Echecs) words the law as follows: Castling is not permitted;

- (a) When either the K or the Rook has been moved previously;
- (b) When any square between the K and the Rook is occupied by a man;
- (c) If the King be in check;
- (d) If castling would cause the King to pass over or occupy any square on which he would be in check.

PLAY THE MASTERS

CHESS REVIEW'S POPULAR "SOLITAIRE CHESS" GAME

Instructions

With a slip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (White's sixth).

Study the position and select Black's reply. Write down your selection. Then expose the next line and see the move Black actually made (at the left). Score par if you picked this move. If not, score zero, and make the correct White move on your board.

Make White's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

(a) White's 8th: The Pawn advance serves (1) to prevent Black's Knight from entering at Kkt5, in the event of B-K3, and (2) to prepare a general drive in the direction of the opposing king.

(b) Black's 8th: The beginning of a counter-advance to balance White's contemplated play.

(c) Black's 10th: So that if 11 B-R6 Black will not be compelled to exchange his King Bishop.

(d) Black's 13th: His opening technique has been faulty inasmuch as he takes two moves to occupy a square that he might in one.

(e) White's 19th: PxKP, opening the KB file is also good.

(f) White's 21st: To further advance and exchange the RP, open the R file, double on it, and mate the adversary. Simple!

(g) White's 24th: To prevent Black from later playing . . . R-Kt7, and to enable the Queen to reach the Rook file.

(h) White's 27th: Consolidating with 27 B-Q2 would have left Black's Kt at Kt5 out on a limb.

(i) Black's 31st: A crafty resource.

(j) Resigns: The threatened advance of the Pawn in conjunction with the mating threats cannot be parried.

Among the casualties of World War II is veteran Soviet Chess-master Iljin-Genevsky of Leningrad, killed by an enemy bomb. In 1924 Genevsky's fame was highlighted when he defeated Jose R. Capablanca in the game we publish this month. At that time, Capablanca was World's Chess Champion. In this game, the crafty Russian master turned the tables by an expedient resource.

The score is taken from the new book "The Golden Treasury of Chess" just published by the Editors of CHESS REVIEW. You have BLACK and your opponent is Capablanca.

MAKE THESE OPENING MOVES

1 P-K4, P-QB4; 2 Kt-QB3, Kt-QB3; 3 P-KKt3, P-KKt3; 4 B-Kt2, B-Kt2; 5 KKt-K2, P-Q3. Now continue with the moves in the box below.

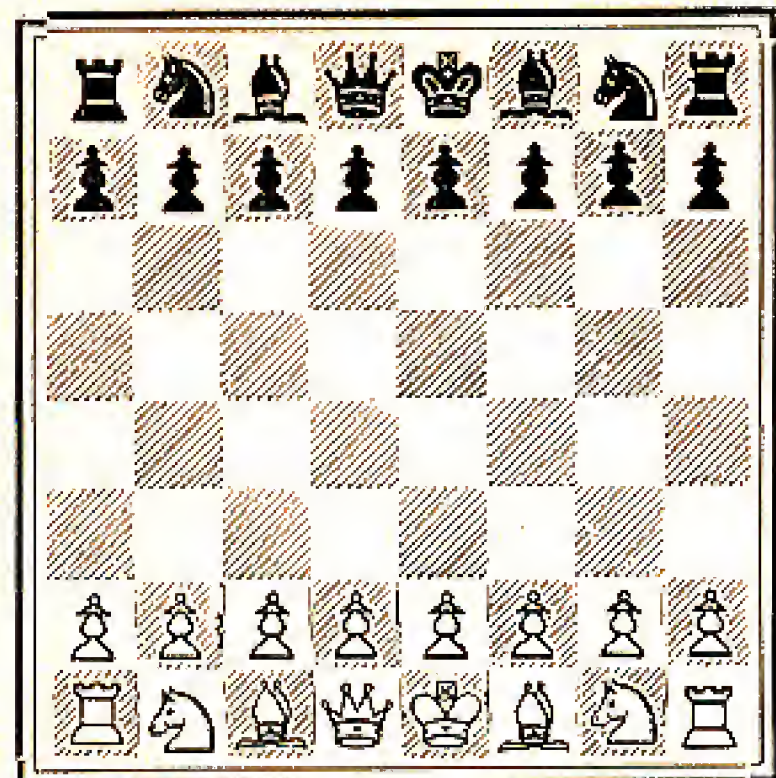
| Black Played | Par Score | White Played | Your Selection for Black's move | Your Score |
|----------------------|-----------|-----------------------|---------------------------------|------------|
| | | 6 P-Q3 | ----- | ----- |
| 6 Kt-B3 | 2 | 7 O-O | ----- | ----- |
| 7 O-O | 2 | 8 P-KR3(a) | ----- | ----- |
| 8 P-QR3 (b) | 4 | 9 B-K3 | ----- | ----- |
| 9 B-Q2 | 2 | 10 Q-Q2 | ----- | ----- |
| 10 R-K1 (c) | 1 | 11 Kt-Q1 | ----- | ----- |
| 11 QR-B1 | 3 | 12 P-QB3 | ----- | ----- |
| 12 Q-R4 | 3 | 13 P-KKt4 | ----- | ----- |
| 13 KR-Q1 (d) | 1 | 14 P-KB4 | ----- | ----- |
| 14 B-K1 | 2 | 15 P-Kt5 | ----- | ----- |
| 15 Kt-Q2 | 2 | 16 P-B5 | ----- | ----- |
| 16 P-Kt4 | 3 | 17 Kt-B4 | ----- | ----- |
| 17 P-Kt5 | 4 | 18 P-B6 | ----- | ----- |
| 18 B-B1 | 3 | 19 Kt-B2(e) | ----- | ----- |
| 19 P x QBP | 3 | 20 P x BP | ----- | ----- |
| 20 P-K3 | 4 | 21 P-KR4(f) | ----- | ----- |
| 21 R-Kt1 | 4 | 22 P-R5 | ----- | ----- |
| 22 R-Kt3 | 3 | 23 P x P | ----- | ----- |
| 23 RP x P | 4 | 24 Kt-Q1(g) | ----- | ----- |
| 24 Kt(2)-K4 | 3 | 25 Q-KB2 | ----- | ----- |
| 25 Kt-KKt5 | 3 | 26 Q-R4 | ----- | ----- |
| 26 Kt(3)-K4 | 3 | 27 P-Q4(h) | ----- | ----- |
| 27 Kt x B | 4 | 28 Kt x Kt | ----- | ----- |
| 28 Q x BP | 3 | 29 P x Kt | ----- | ----- |
| 29 Q x Ktch | 2 | 30 K-R1 | ----- | ----- |
| 30 P x P | 2 | 31 R-B3 | ----- | ----- |
| 31 P x Kt(i) | 9 | 32 R x Q | ----- | ----- |
| 32 P x R | 1 | 33 Q-K1 | ----- | ----- |
| 33 R-Kt7 | 5 | 34 Q x P | ----- | ----- |
| 34 R(1)-Q7 | 3 | 35 B-B3 | ----- | ----- |
| 35 P-B5 | 4 | 36 P-R3 | ----- | ----- |
| 36 B-Q3 | 4 | 37 Q-R7 | ----- | ----- |
| 37 P-B6 | 4 | Resigns (j) | ----- | ----- |
| Total Score ----- | | Your Percentage ----- | | |
| 100 | | | | |

CHESS MOVIES

Arranged by Kenneth Harkness

Subtitles by I. A. Horowitz

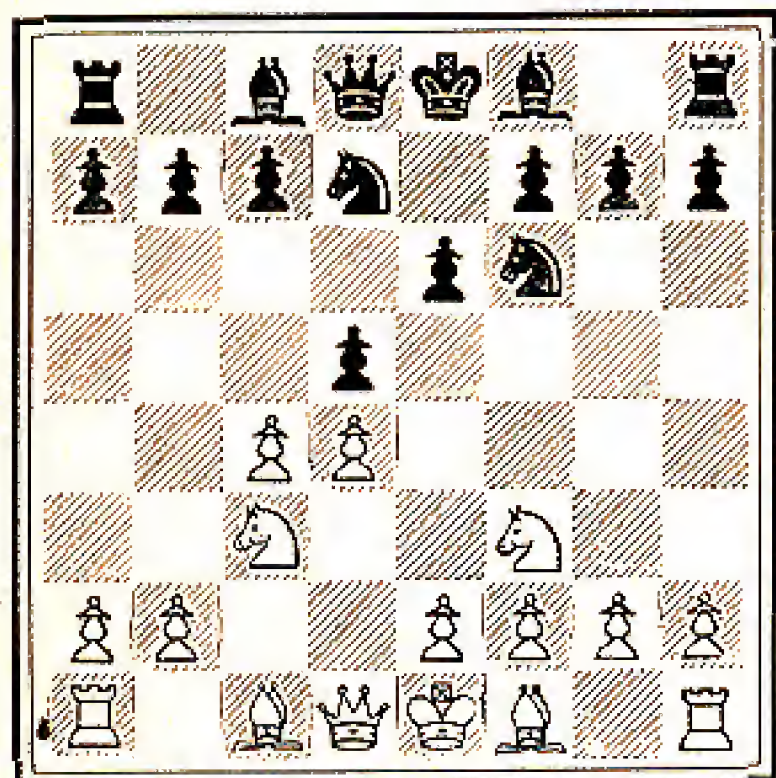
You need no chessboard or pocket set to enjoy this "movie" of a brilliant master chess game. With the aid of the diagrams, picturing the positions after every two or three moves, you can play the game mentally from beginning to end. The comments under each diagram explain the moves made in the position pictured. Follow the diagrams from left to right (on each page), beginning with Diagram No. 1. This method of presentation affords excellent practice in visualizing two or three moves ahead.



1 The game starts in this well-known but difficult position. The opening moves:

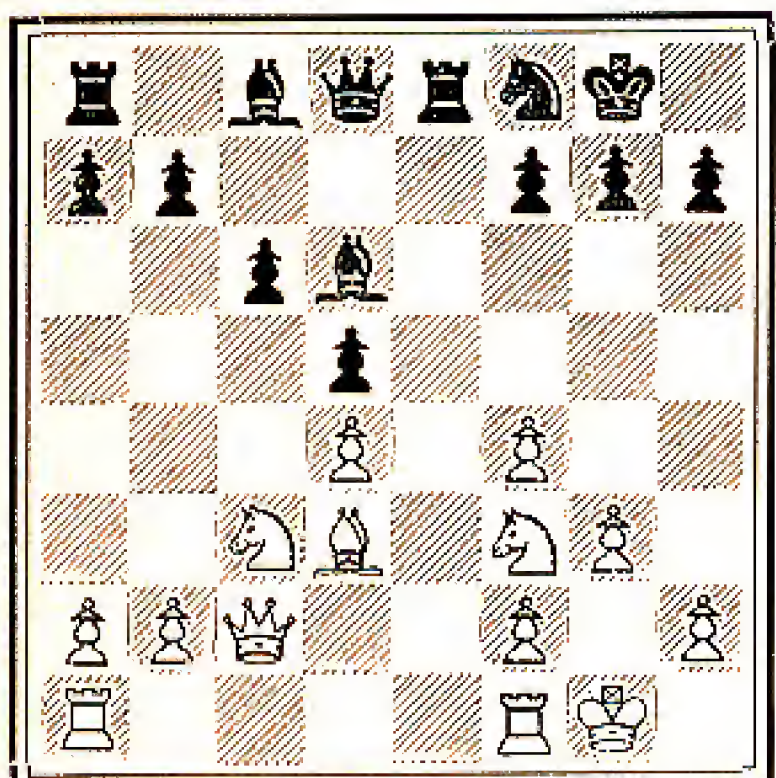
- | | |
|----------|--------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-K3 |
| 3 Kt-KB3 | Kt-KB3 |
| 4 Kt-B3 | QKt-Q2 |

—reaching the position shown in diagram 2.

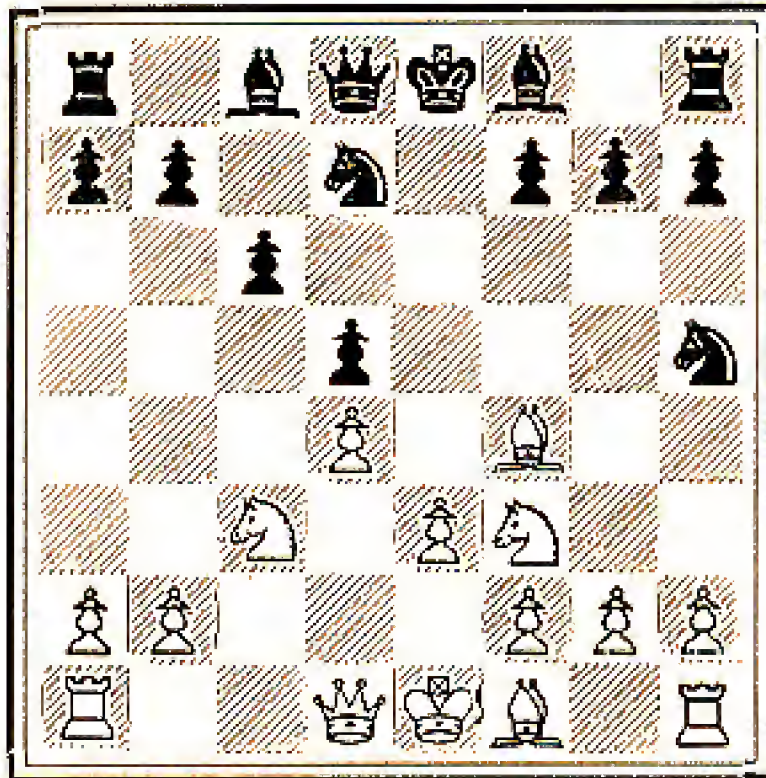


2 In the orthodox Queens Gambit Declined, White plays B-Kt5 here. Instead, Alekhine exchanges Pawns and develops his Bishop at KB4. The game continues:

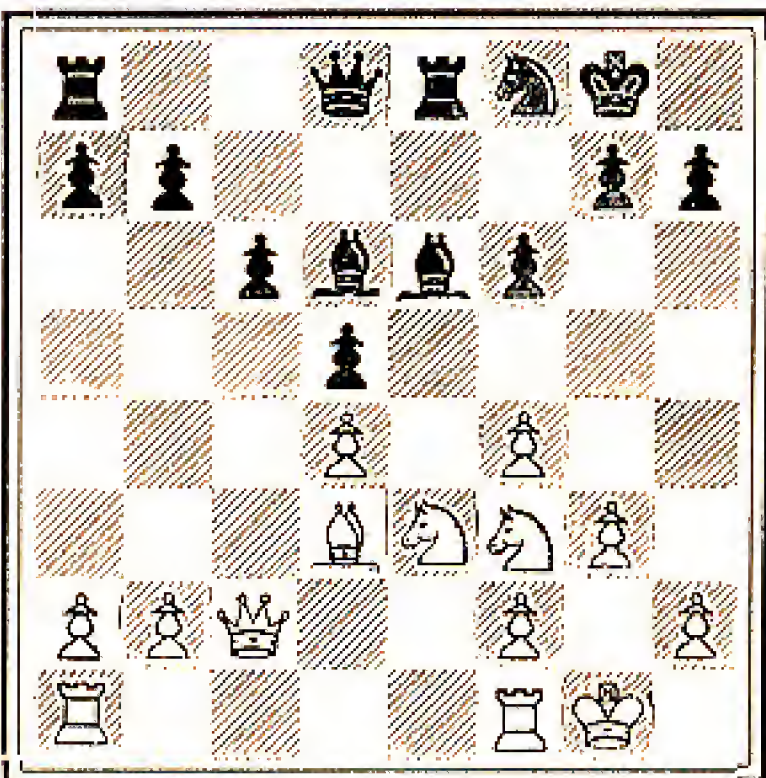
- | | |
|--------|-------|
| 5 PxP | PxP |
| 6 B-B4 | P-B3 |
| 7 P-K3 | Kt-R4 |



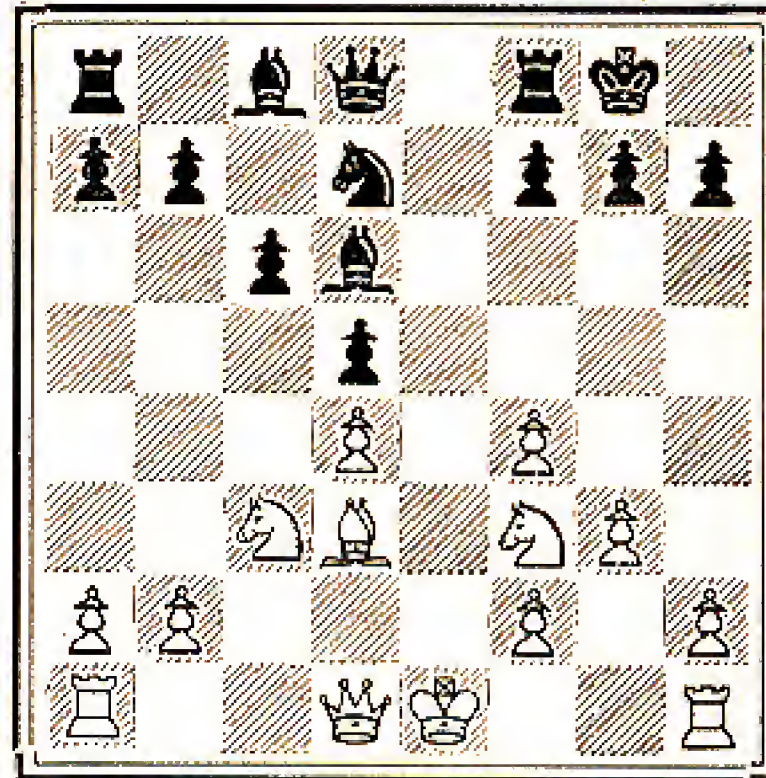
5 Now White swings his QKt to Q1 with the intention of transferring it to K3 and possibly B5 where it will be more useful in a contemplated attack. Black responds with P-B3 (to stop Kt-K5). White continues with Kt-K3 and Black plays B-K3.



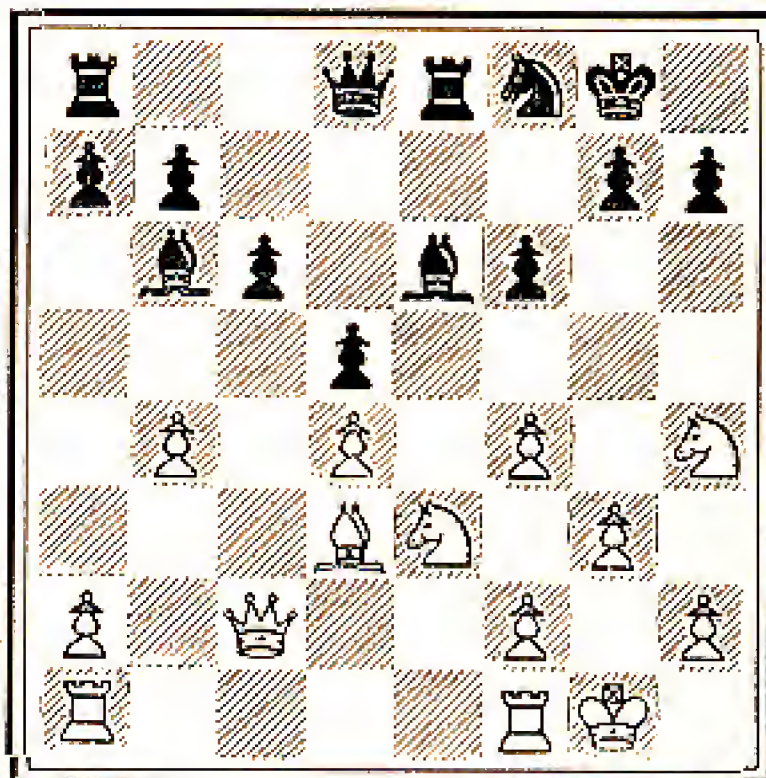
3 The opening is called Saemisch's Variation. Here White should play B-K5. Instead, Alekhine develops with B-Q3 and Black captures KtxB. White recaptures and Black plays B-Q3. Then White defends with P-KKt3 and Black castles.



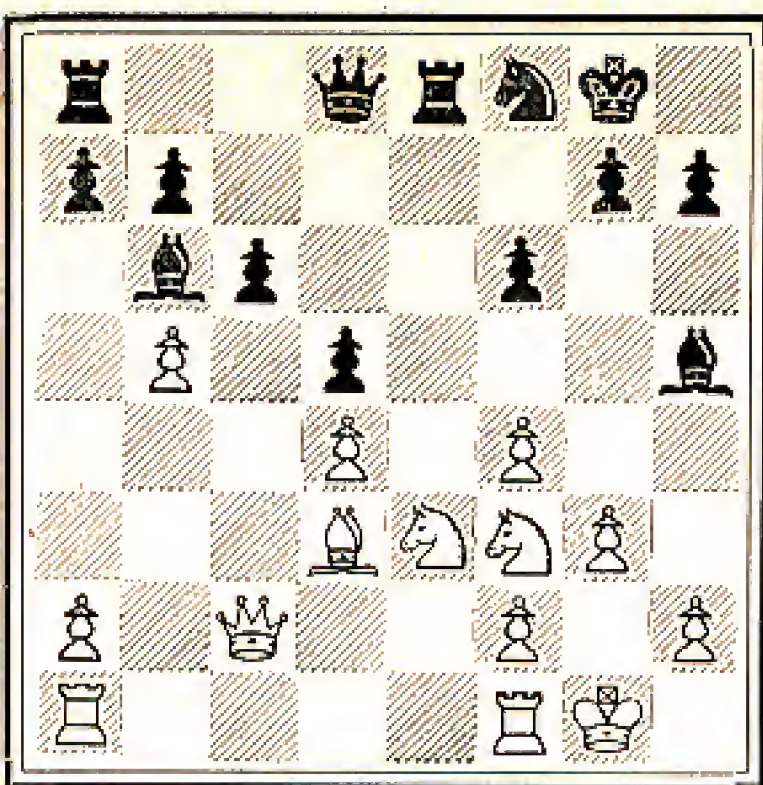
6 White telegraphs that he intends to occupy B5 by playing the preparatory Kt-R4. But Black anticipates by retreating B-QB2! So White starts a Q-side minority attack (2 Pawns vs 3) with P-QKt4 and Black transfers his Bishop to Kt3.



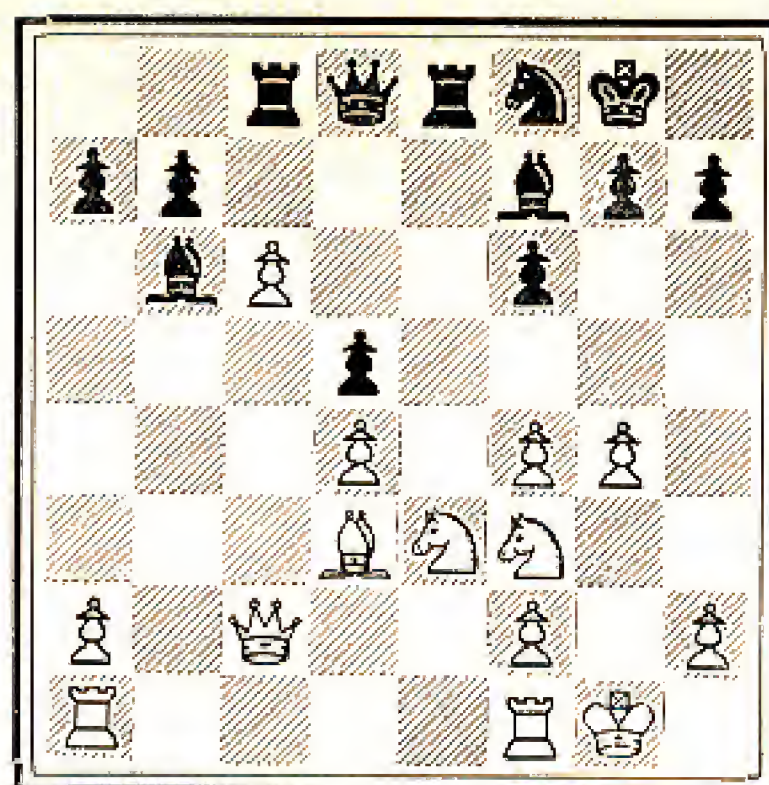
4 White now castles and Black plays R-K1. Then White threatens the KRP with Q-B2 and Black defends by moving his Knight to B1. The opening has left White with a weak K-side Pawn formation and an isolated QP. How does Black capitalize on these weaknesses?



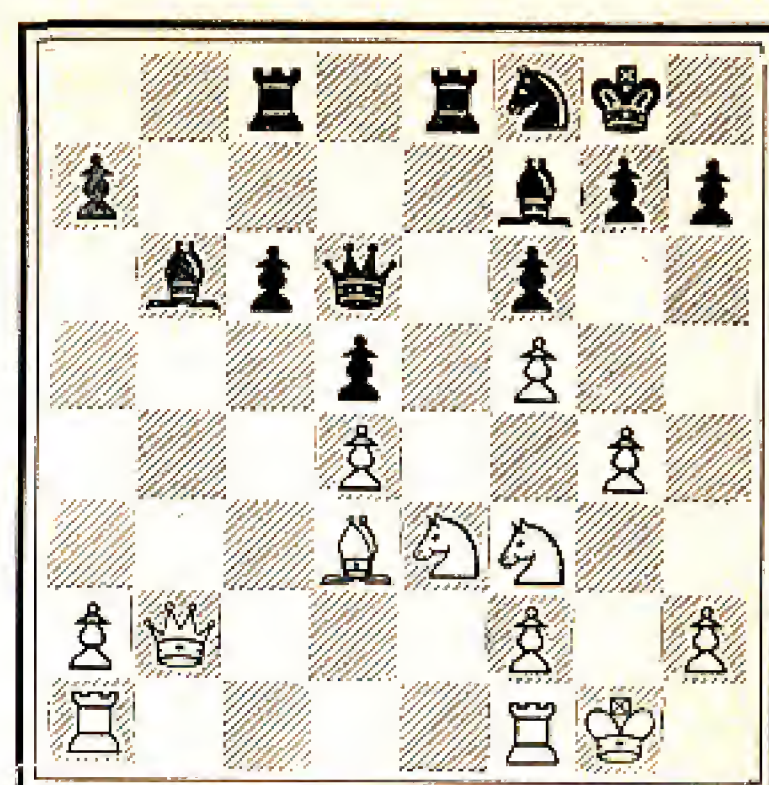
7 Black's Bishop play has exposed White's faulty tactics as he now returns his Kt to B3 to defend the QP. Whereupon Black starts to maneuver his other Bishop with B-KB2! White continues his minority attack with P-Kt5 and Black plays B-KR4!



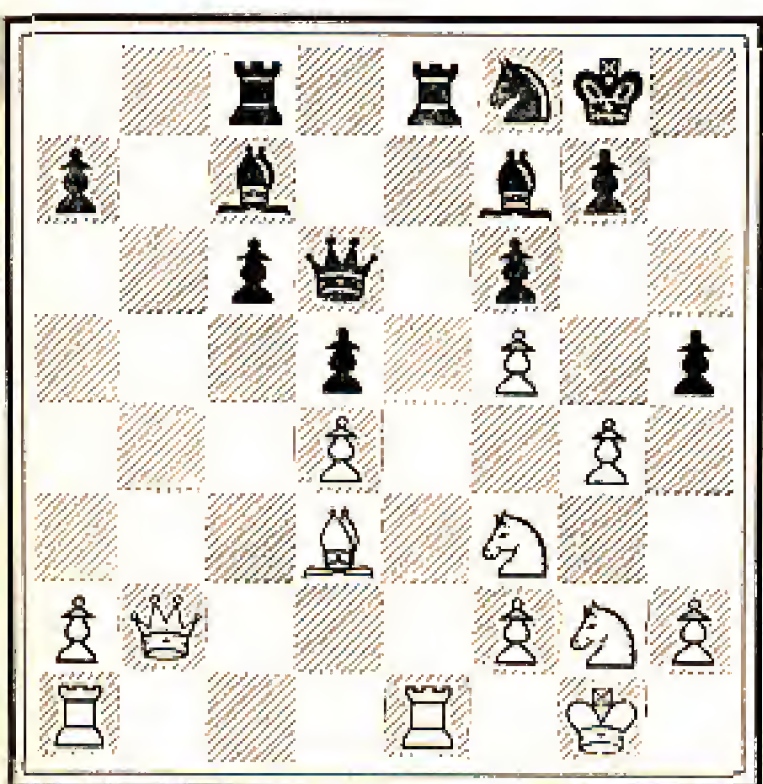
8 The Black Bishop at KR4 attacks the Knight guarding the QP and White is forced to weaken his Pawn structure by playing P-Kt4. Having accomplished its purpose, the Black Bishop returns to KB2. White then plays PxP and Black counters with R-B1.



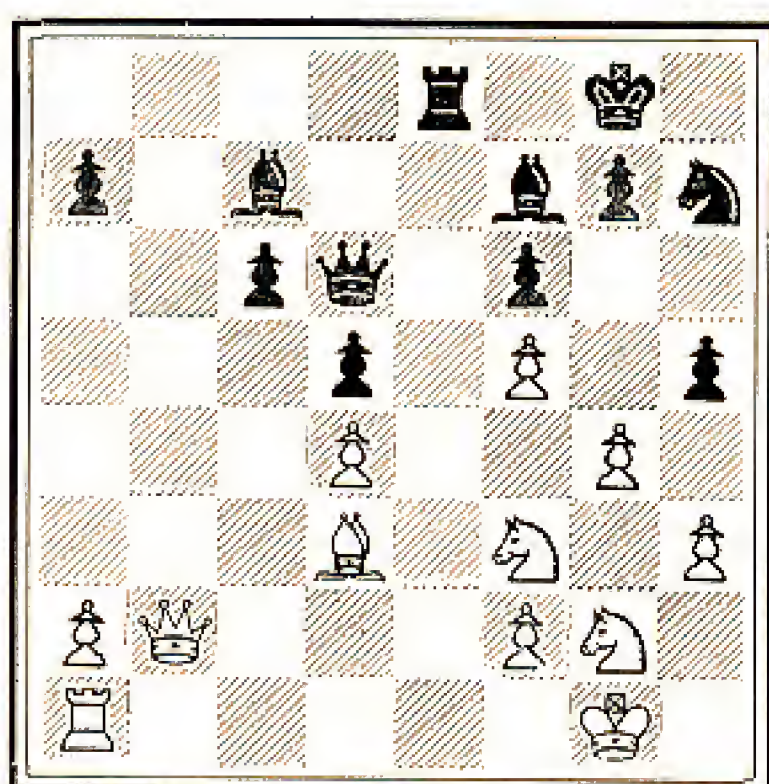
9 Of course the Pawn at B6 is pinned. White plays Q-Kt2 and Black replies PxP. White then tries to bottle up Black's QB and restrict his Knight by playing P-B5. Black responds with Q-Q3 and this move initiates beautiful thematic play by Lasker.



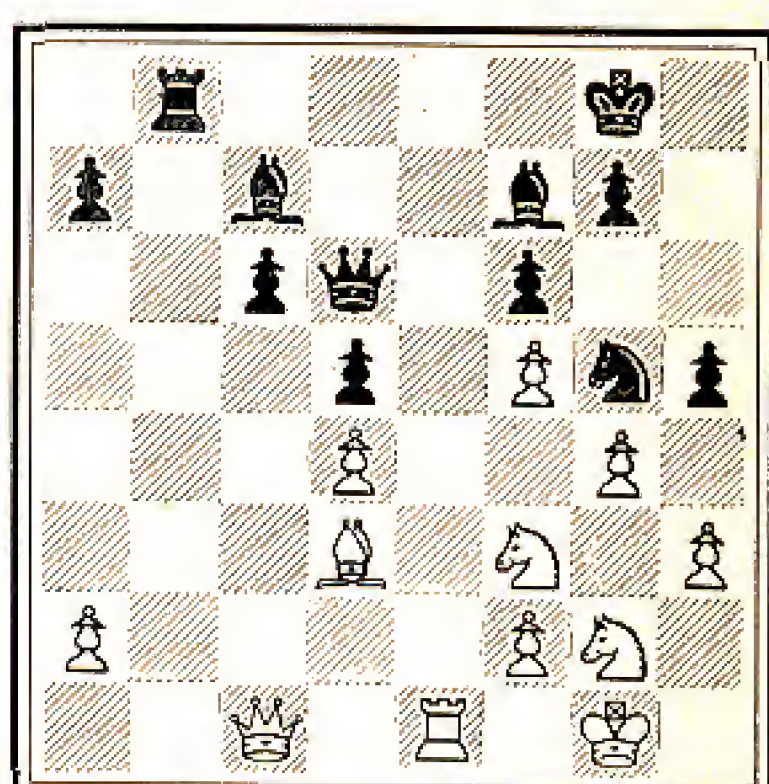
10 Black intends to line up B and Q on White's KRP and then get rid of the King's bodyguard—the white Knight at B3. How can this be done? White opens the K-file with Kt-Kt2 and Black plays B-B2. White then continues KR-K1 and Black plays P-KR4! Ouch!



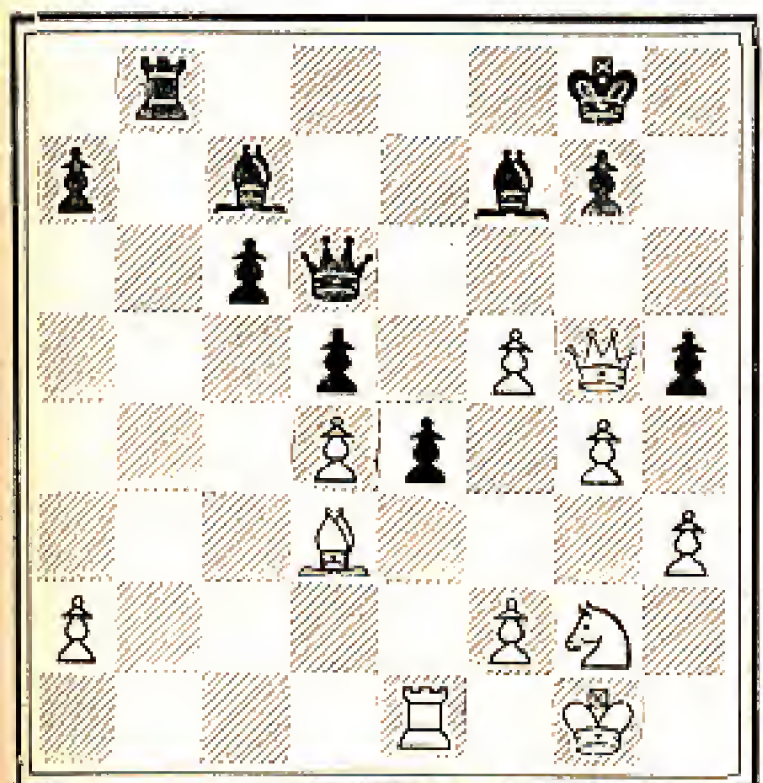
11 The beginning of the attack on the bodyguard and threatening to shatter White's Pawn structure. White defends with P-KR3 and Black continues Kt-R2!—made possible by the previous Pawn move. White exchanges Rooks (RxRch, RxR).



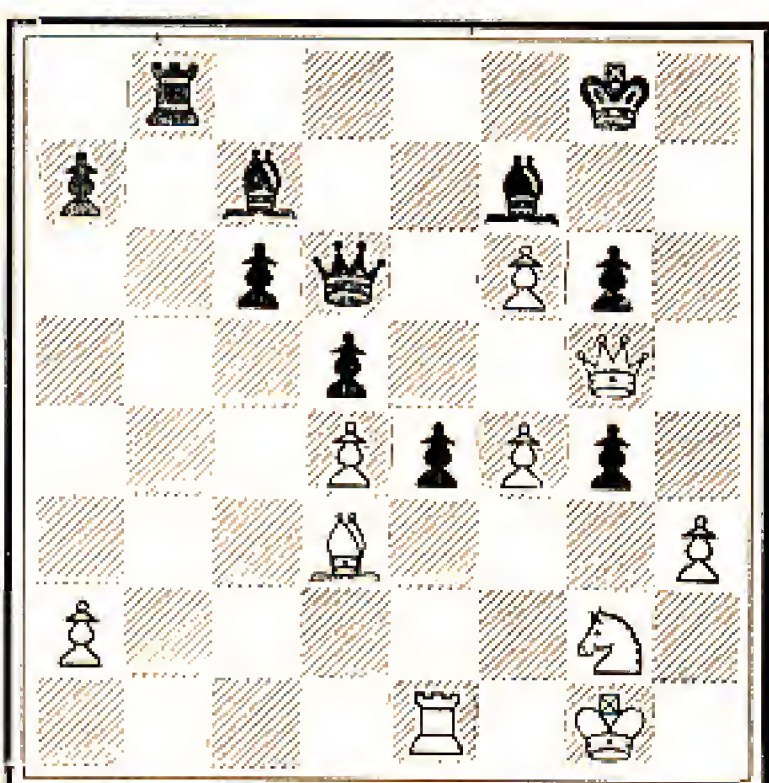
12 Still trying to simplify. White plays R-K1. He wants to get some pieces off the board and soften the effect of Black's attack. But Black plays R-Kt1 attacking the Queen. White moves his Queen to B1 and Black plays Kt-Kt4!



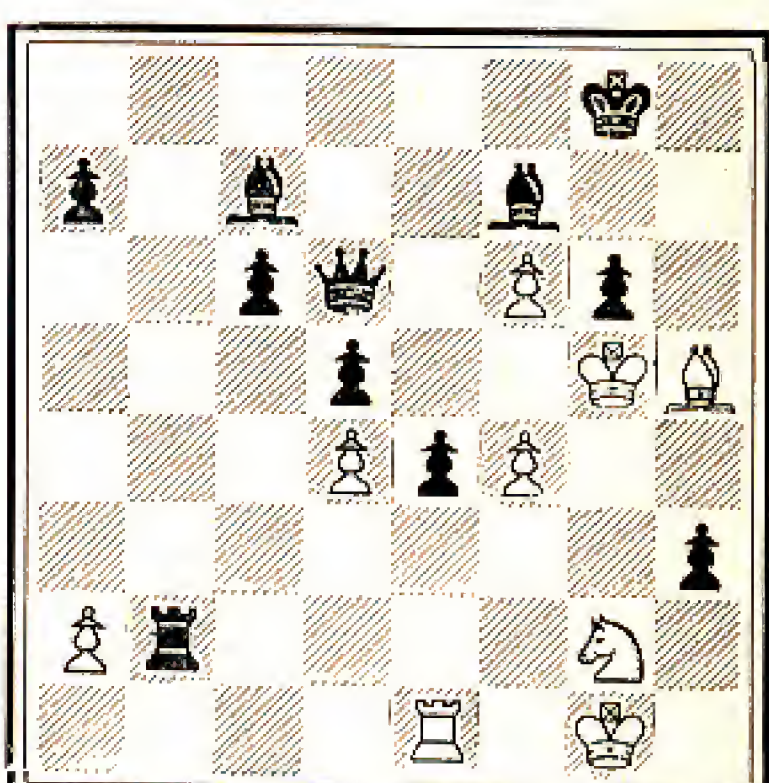
13 Now the White King's bodyguard is attacked. What can White do? He plays Kt-K5 and offhand this looks good—but the respite is temporary. Black plays PxKt and White captures QxKt. But White's troubles begin again as Black plays P-K5.



14 The dangerous diagonal has been re-opened with a tempo attack on the White Bishop. White postpones the evil day with P-B6, threatening mate, which Black defends with P-Kt3. In desperation, White then plays P-B4 and Black replies with PxKtP.



15 Black could have won with PxB on his last move, but this would have given White some counterplay. White now retreats B-K2 and Black replies PxP, attacking the Knight. White hopefully counters with B-R5 but Black spikes his guns with R-Kt7!!



16 A crusher! The threat, of course, is RxKtch, winning the Queen. White gives a last gasp with Kt-R4 but Black ends the agony with QxP. After exchanging Queens (QxQ, BxQ) White resigns as he is four Pawns down.



P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

Decalet Tourney Awards

(continued)

This month's fare—a sumptuous feast—consists of 17 Decalets and 3 dedication problems. An added feature is a set of 9 prize-winners gathered from various publications.

Frederick Gamage dedicates No. 2107 to G. B. Spencer, winner in the 2-move section of the Decalet Tourney, on the occasion of Spencer's 81st birthday.

No. 2108 is dedicated to Frank Altschul, whose contribution to problem chess literature has inspired Simon Costikyan to bestow a deserving honor.

C. B. Cook inscribes his No. 2109 to Alain White as a belated birthday greeting. Three score and three sneaked up on White on March 3, 1843. We heartily endorse the felicitation.

I have begun to publish some of the remaining Decalets which failed to win honors (See Nos. 2098-2106 in this issue). Alain White's concluding remarks follow:

Commended Decalets

No. 2090, B. Colle. This has a neat Pawn key and the two self-blocks by the Black Bishop's capture of the White Knights are in excellent style.

No. 2091, Percy Bowater. An amusing study in clearing White's QB3-KR8 diagonal to permit the Rook to mate, initiated with a cute White King key playing into check.

No. 2092, A. J. Fink. A good key with neat play, slightly marred by the relative inactivity of the White Rook.

No. 2093, C. S. Kipping. The opposition play here is designed to forestall Black checks. A graceful ambush key serves to control the Black Knight.

No. 2094, Maxwell Bukofzer. The key, allowing an unexpected flight at Black's Q5, is excellent. The grant of the second flight, however, is betrayed by the position of the White King. The play is neat but rather secondary to the fine key move.

No. 2095, Rafael J. Bermudez. The idea lies in forcing Black's BP to move, so that 3 P-Q4 will mate without danger of an en passant defense. This is repeated in two variations with splendid effect. Unfortunately, if Black's BP moves at once, a dual results.

No. 2096, Arnaldo Ellerman. A nice key, with very attractive mainplay, leading to a beautiful mate with Black King on Black's Q4. The problem suffers a little from the urgent necessity of moving the White Knight away from capture by the Black Bishop.

No. 2097, G. B. Spencer. It is a pleasure to grant a deserving commendation to this latest composition by the Dean of American problemists. We all congratulate him on keeping up his interest in problems and wish him the very best.

Solutions to Decalet winners in the selfmate section (published in the May issue) are as follows:

First Prize, Geoffrey Mott-Smith. Intended solution: 1 K1-K4 threatening 2 Q-B8ch, QxQ mate. If 1... QxKt; 2 Q-Q6ch, KxQ mate; or 1... BxQ; 2 R-B6ch, BxR mate. But solver David Stolper points out that after 1... Q-B1 there is no solution. Problem disqualified and Faulkner's entry moves into first place.

Honorable Mention, W. J. Faulkner. 1 Q-QKt1! P-Kt3; 2 R-KR2, P-Kt4; 3 R-R5, RxR; 4 Q-Kt5ch, KxQ mate. If 1... P-Kt4; 2 R-Kt2, P-Kt5; 3 R-KKt3, RxR etc. Or if 1... RxR; 2 R-Kt5ch, K-R5; 3 R-QR5ch, KxR; 4 Q-Kt5ch etc.

March Solutions

(Maximum Credit—27 points)

2060: Q-QR7. 2061: Q-K8. 2062: B-Kt7 (1 B-B3 is defeated by 1... BxP.) 2063: Q-Kt5. 2064: KtxP (1 B-B4 is defeated by 1... P-B8 Kt). 2065: R-R5. 2066: 1 R-Q3, K-B1; 2 R-QKt6! etc. 1... K-K1; 2 R-KB6! etc. 2067: Intention—1 Kt-Kt3, P-R5; 2 PxP etc. 1... Kt-Q2; 2 R-K4 etc. 1... Kt-R2; 2 R-KKt4 etc. Cook: Kt-B1. Too bad. 2068: 1 Kt-B5, KxKt; 2 R-K3 etc. 1... K-Q4; 2 R-Kt5ch etc. (1 R-Kt5 does NOT solve. 1... PxKt is adequate.) 2069: 1 P-Kt4, PxP; 2 KtxQP etc.

Solvers' Standings

March winners are W. I. Lourie of Youngstown, Ohio and Irving Rivise of Brooklyn, N. Y.—each with a score of 305. Congratulations to both. Standings:

Abrams (146); Akers (51); Aks (39); Allen (42); Allmeroth (68); Almgren (291); Anderson (16); Bailey (141); Baldwinson (87); Bamberger (14); Beckman (18); Bennett (92); Bew (15); Bischoff (20); Bock (39); Borowski (63); Braukman (15); Buerger (13); Burstein (232); Buser (75); Bushnell (15); Calkins (10); Chauvenet (63); Cosner (17); Currie (91); Czermak (73); Daly (250); Dana (41); Dankoler (43); DeBlasio (270); Dittmer (43); Doman (97); Einhorn (69); Elsmann (101); English (22); Ernest (67); Fair (10); Paris (4); Fink, A. S. (165); Fink, Arthur (172); Finkelstein (22); Fricuf (48); Galuccio (142); Geertsma (18); Gersoni (42); Gonzalez (14); Goodman, H. (9); Grande (17); Greenfield (93); Gross (44); Haines (42); Haley (11); Halliwell (197); Hannak (97); Hargreaves (46); Hays & Stolper (252); Hearn (24); Herman (127); Herzberger (24); Hicks (69); Hiser (81); Holladay (164); Hudes (none); Jackson (77); Jacobson (56); Jenkins (90); Johnson (None); Karpel (123); Katz (82); Kimel (13); Kingsbury (22); Kipping (213); Korpanty (163); Kramer (20); Kubala (10); Ladner (121); Landau (22); Lasell (32); Lilling (11); Lindgren (37); Linzner (None); Lourie (305); Ludlow (209); Lundberg (304); Lundgren (25); Lynch (40); McCarter (36); Marcus (143); Marks (17); Martin (21); Matosian (60); Meyer (66); Millard (60); Mulligan (115); Myrover (51); Ninburg (4); Noble (116); Oakley (88); Olesen (84); Olson (17); Oppenheimer (21); Parmelee (24); Peters, W. J. Jr. (19); Peters, W. O. (228); Plowman (25); Pokorne (37); Popper (296); Rauch (46); Richter (152); Rivise (305); Rosen (35); Rosenberg (42); Rosenberger (102); Rudholm (54); Russell (39); Ryder (201); Sans Souci (12); Schmidt (24); Schroeder (255); Schwartz (26); Searey (4); Seeley (57); Seidman (275); Sheftel (263); Shelinsky (20); Sherman (21); Shive (8); Sibley (24); Siltzer (21); Sommer (2); Souweine (196); Spiegel (282); Standlee (4); Star (6); Steinmeyer (85); Stone (4); Stout (19); Sutherland (6); Swart (181); Teplitzky (22); Thomas (23); Thompson (33); Thurlas (15); Tump (13); van Lint (77); Wadsworth (53); Watson (110); Weiner (271); Weiss (78); Weizmann (85); Westerman (2); Williams (67); Winnberg (216); Wise (42); Zielinski (24).

Solvers previously listed whose names do not appear have been placed on the inactive list.

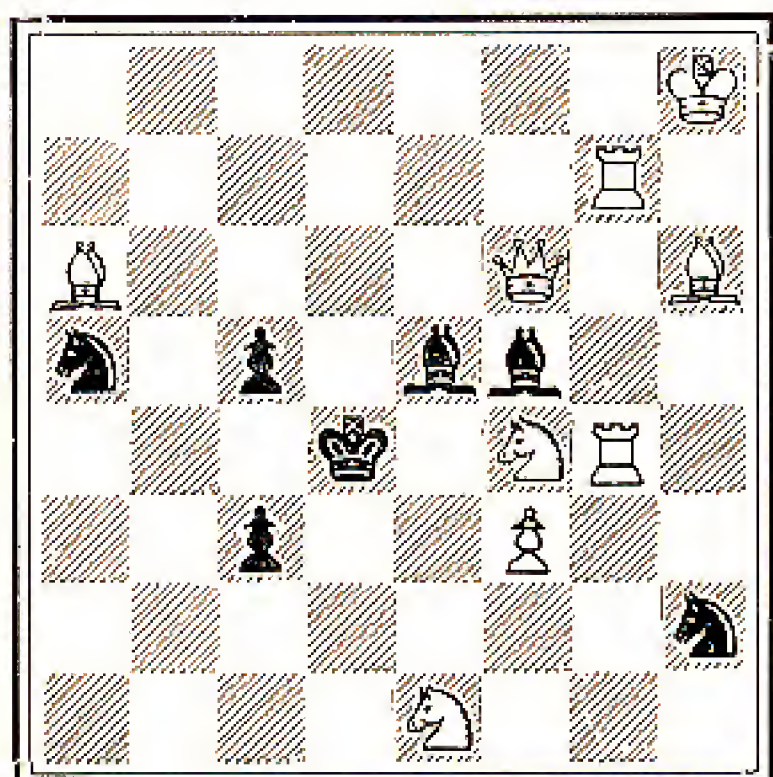
Recent Prize Winners

(Solutions on Page 220)

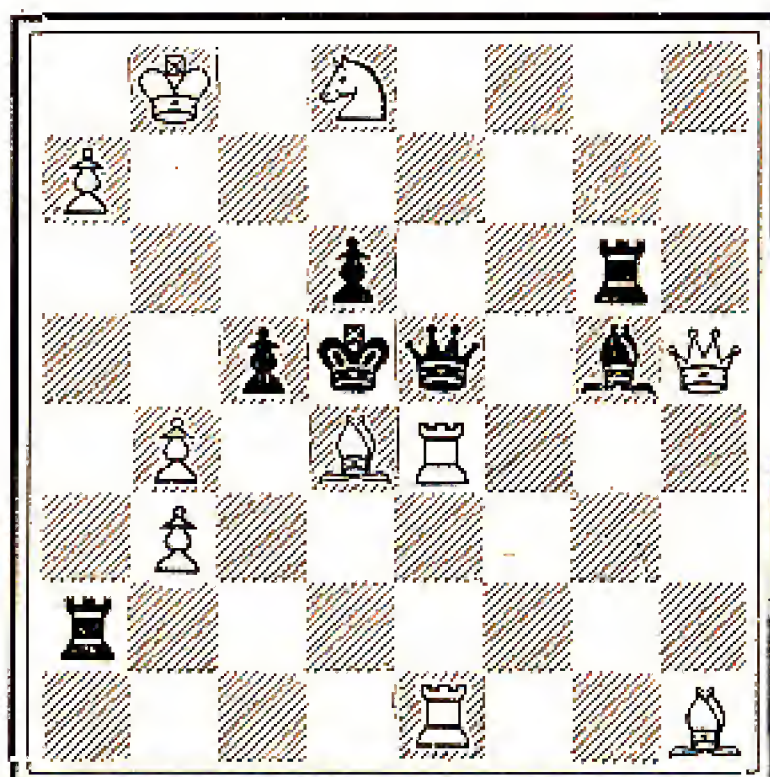
The problems on this page are presented for your warm weather entertainment. All have been awarded prizes in tourneys conducted by our contemporaries. Awards were made by Judges Alain White (for the

Chess Correspondent); E. M. Hassberg (for the New York Post); Alain White and Kenneth S. Howard (for the American Chess Bulletin); Julius Buchwald (for The Problemist). Composers are as follows:

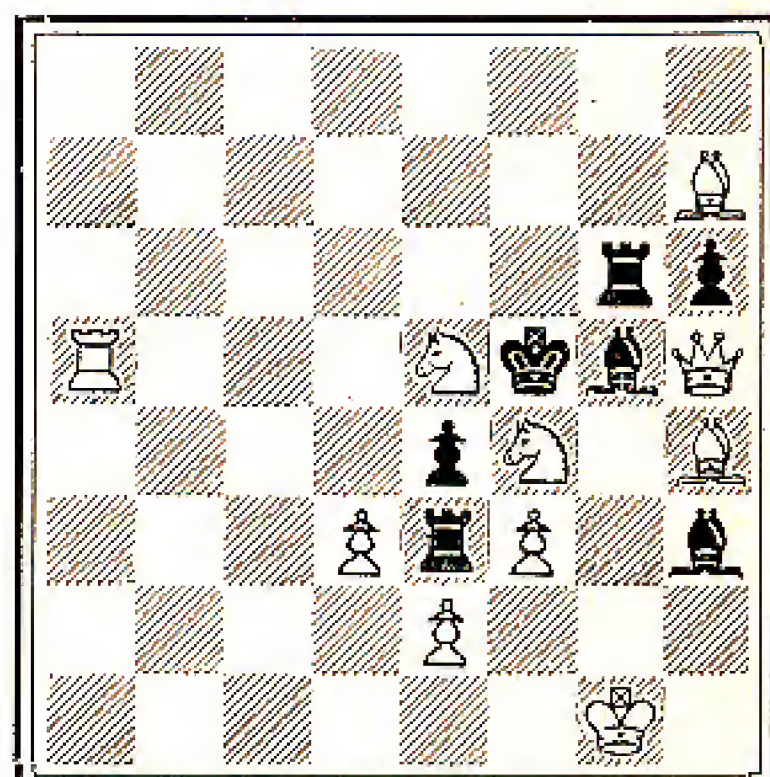
- No. 1. E. M. Hassberg, 2nd Prize, Second Hochberg Memorial Tourney, Chess Correspondent, Nov., 1942.
- No. 2. Frederick Gamage, 1st Prize, N. Y. Post, Second Informal 2-Move Tourney, 1943.
- No. 3. Comins Mansfield, 2nd Prize, N. Y. Post, Second Informal 2-Move Tourney, 1943.
- No. 4. Comins Mansfield, 3rd Prize, N. Y. Post, Second Informal 2-Move Tourney, 1943.
- No. 5. Frederick Gamage, 1st Prize American Chess Bulletin 1942, Informal Tourney.
- No. 6. Walter Jacobs, 1st Prize, American Chess Bulletin 1942, Informal Tourney.
- No. 7. F. T. Hawes, 1st Prize, British Chess Problem Society 50th Tourney; The Problemist, May 1943.
- No. 8. H. F. W. Lane, 2nd Prize, British Chess Problem Society 50th Tourney; The Problemist, May 1943.
- No. 9. T. R. Dawson, 1st Commended, British Chess Problem Society 50th Tourney; The Problemist, May 1943.



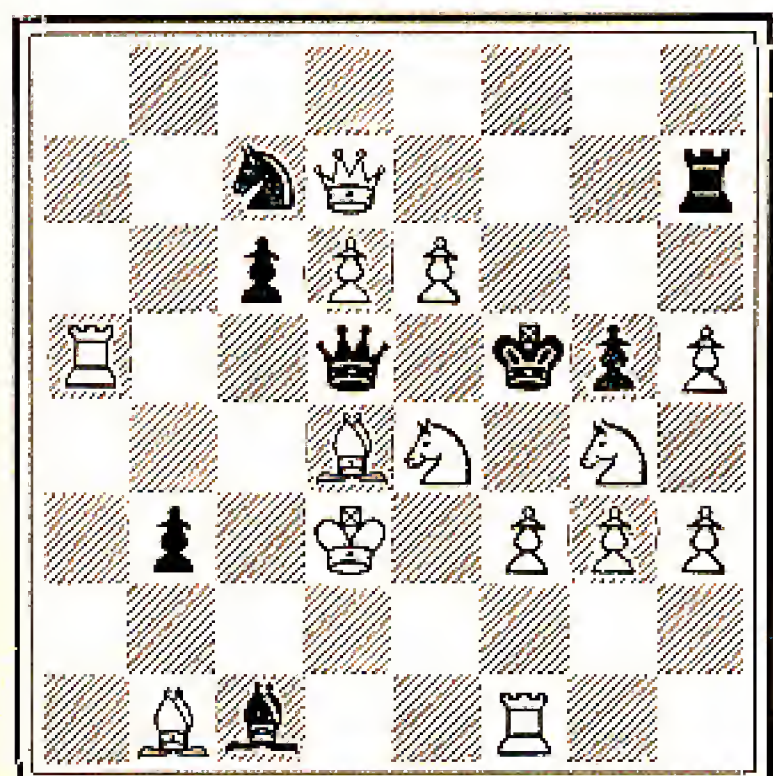
1. Mate in 2



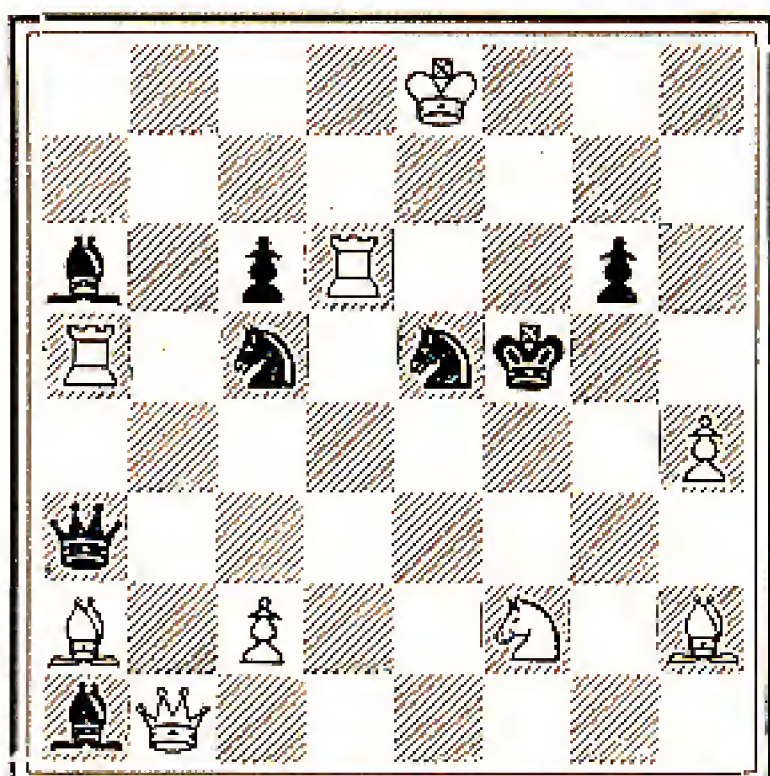
2. Mate in 2



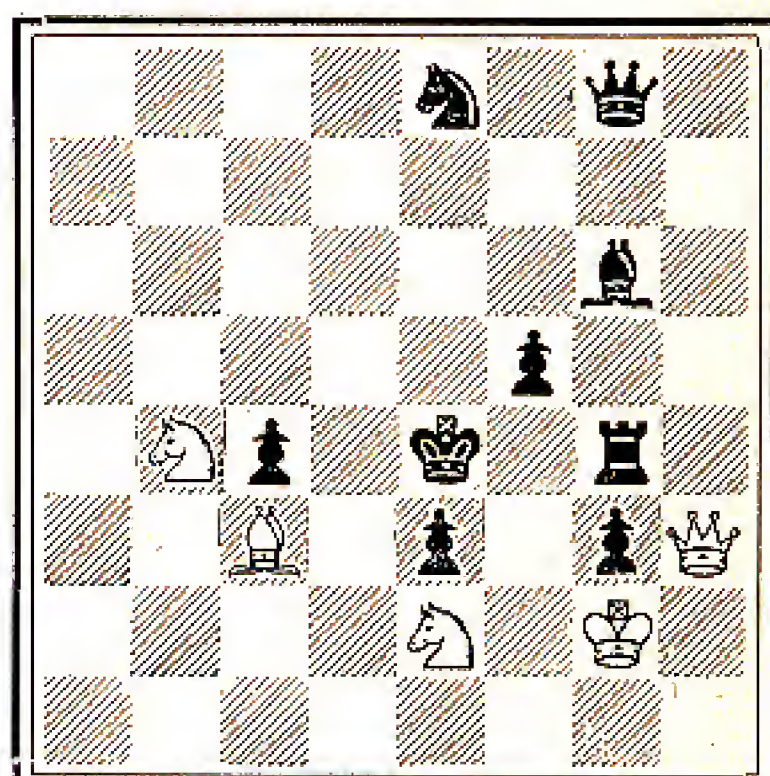
3. Mate in 2



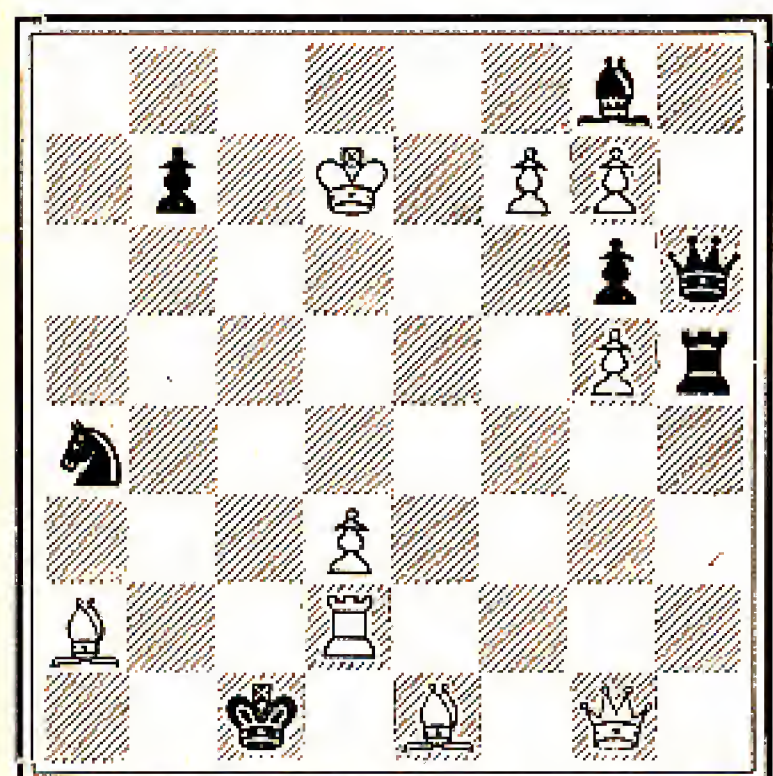
4. Mate in 2



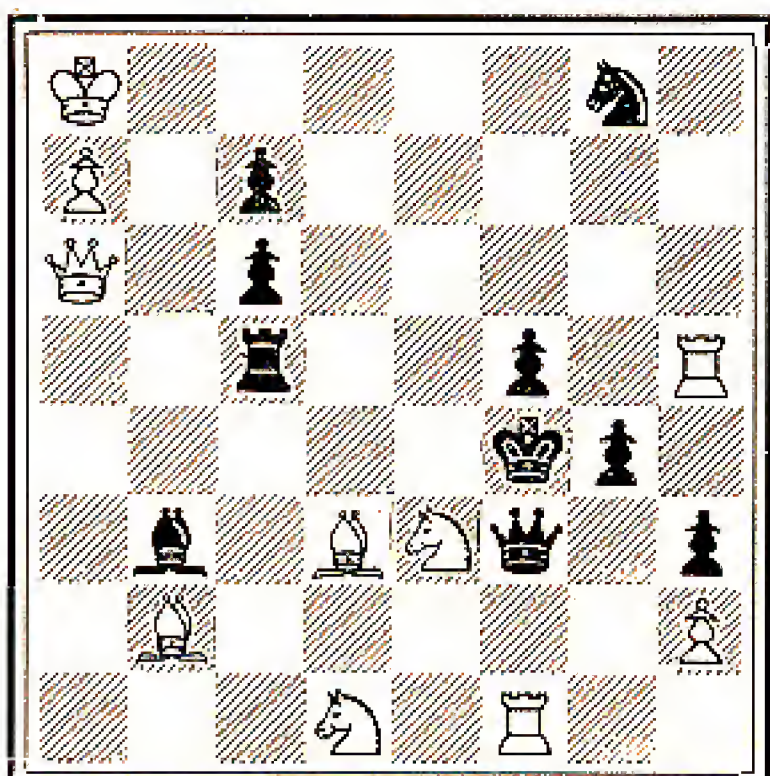
5. Mate in 2



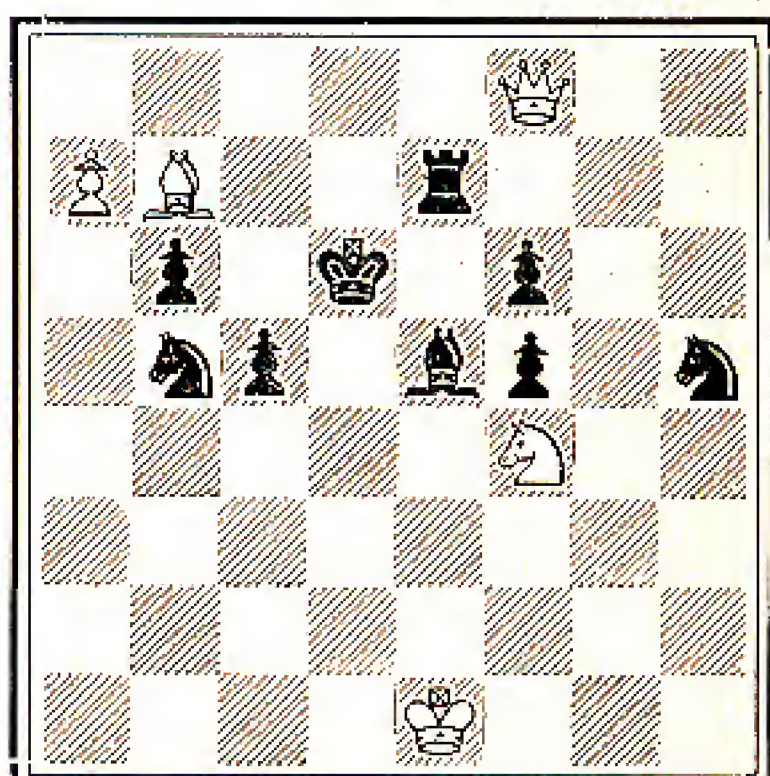
6. Mate in 3



7. Mate in 3



8. Mate in 3



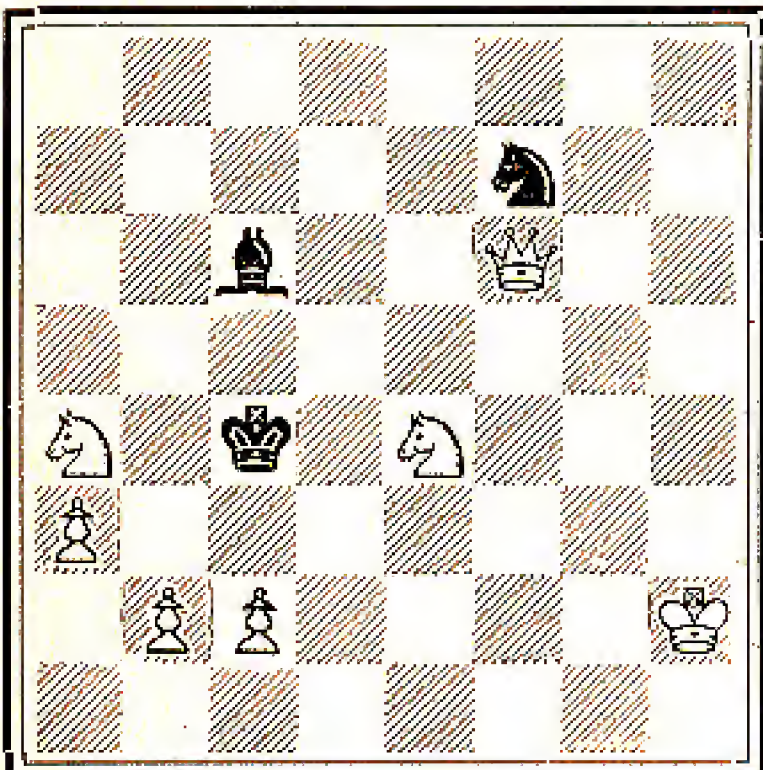
9. Mate in 3

Twenty Original Problems

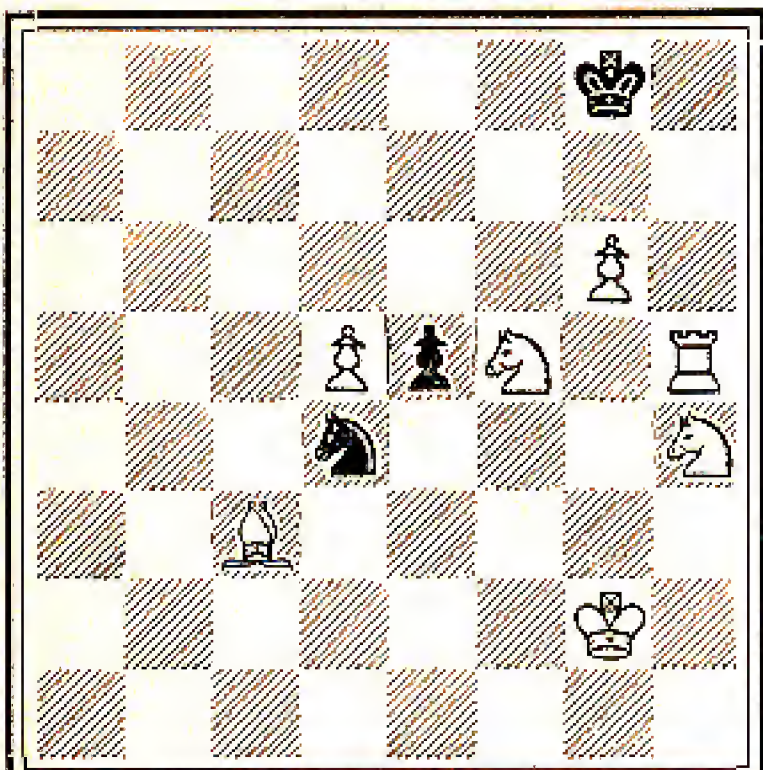
All problems on these pages are published for the first time. Nos. 2090-2106 are Decalet Tourney entries. Nos. 2097, 2098 and 2099 are dedications, as explained on Page 212. Composers as follows:

- 2090—B. Colle
- 2091—Percy Bowater
- 2092—A. J. Fink
- 2093—C. S. Kipping
- 2094—Maxwell Bukofzer
- 2095—Rafael J. Bermudez
- 2096—Arnaldo Ellerman
- 2097—G. B. Spencer
- 2098—Percy Bowater
- 2099—Kelvin Domovs

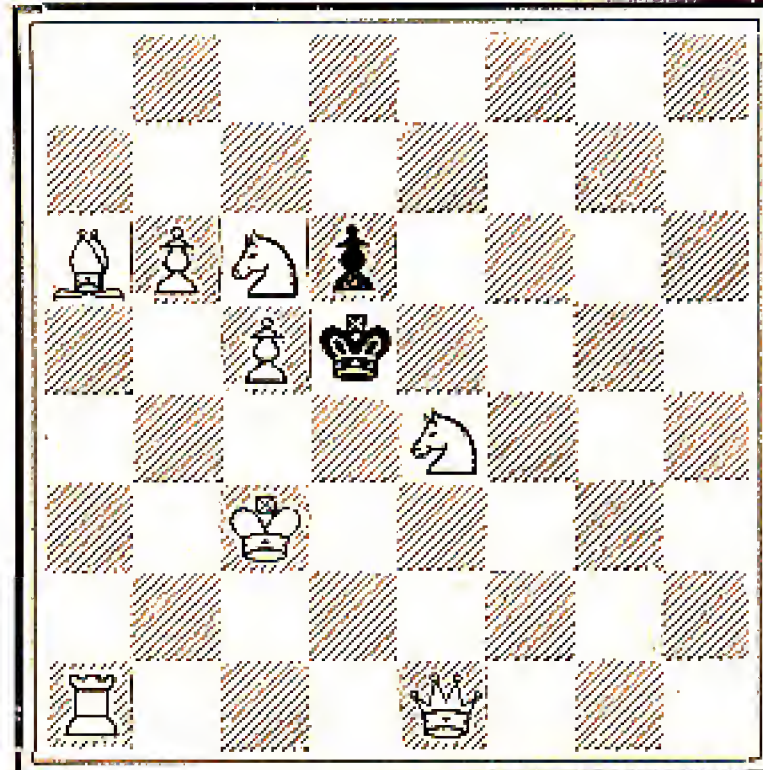
- 2100—Comins Mansfield
- 2101—J. Bunting
- 2102—A. Bray
- 2103—J. Nield
- 2104—Frederick Gamage
- 2105—T. Lundberg
- 2106—E. D. Holladay
- 2107—Frederick Gamage
- 2108—Simon Costikyan
- 2109—C. B. Cook



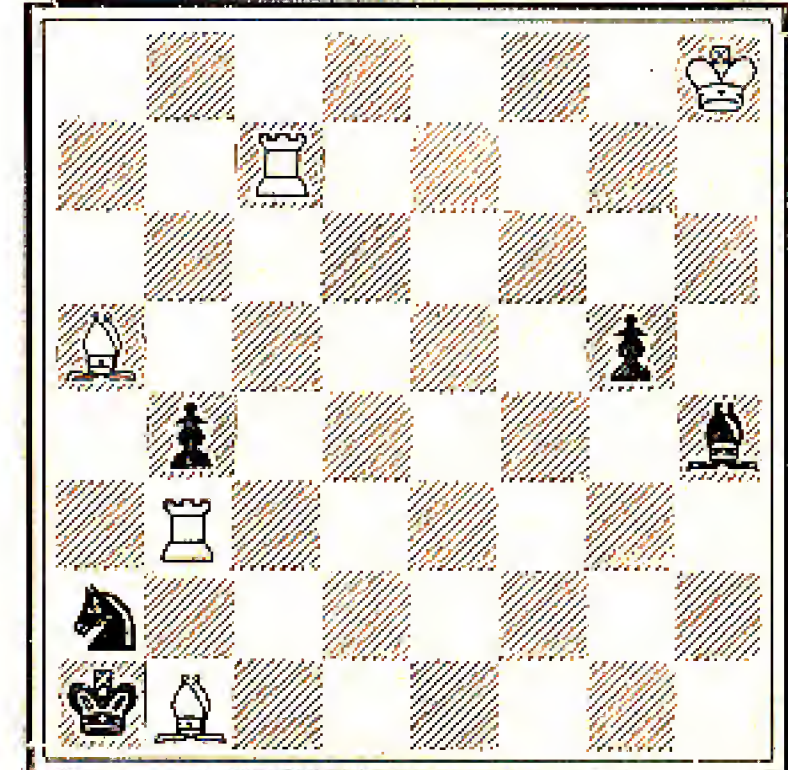
2090 Mate in 3



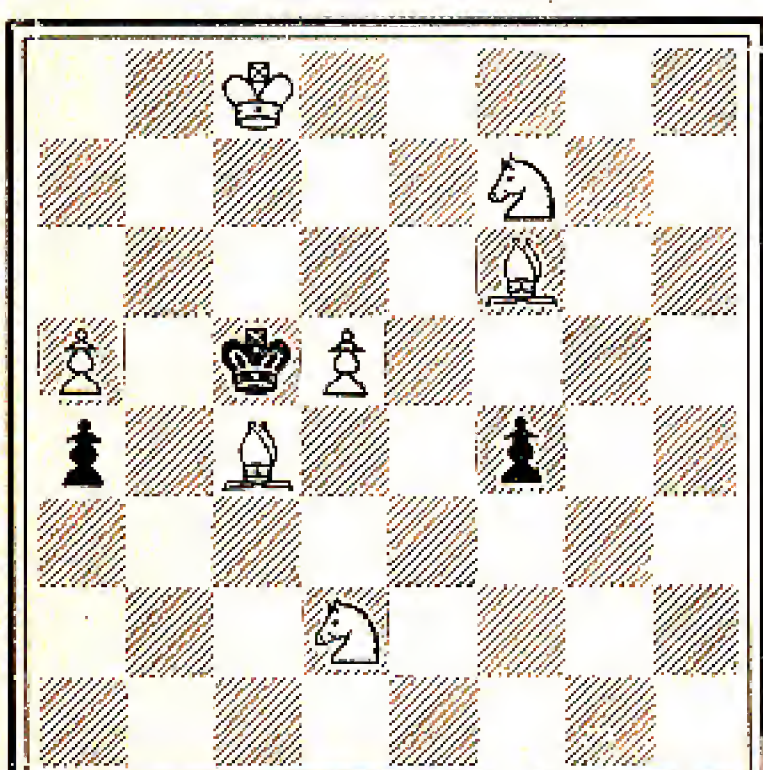
2091 Mate in 3



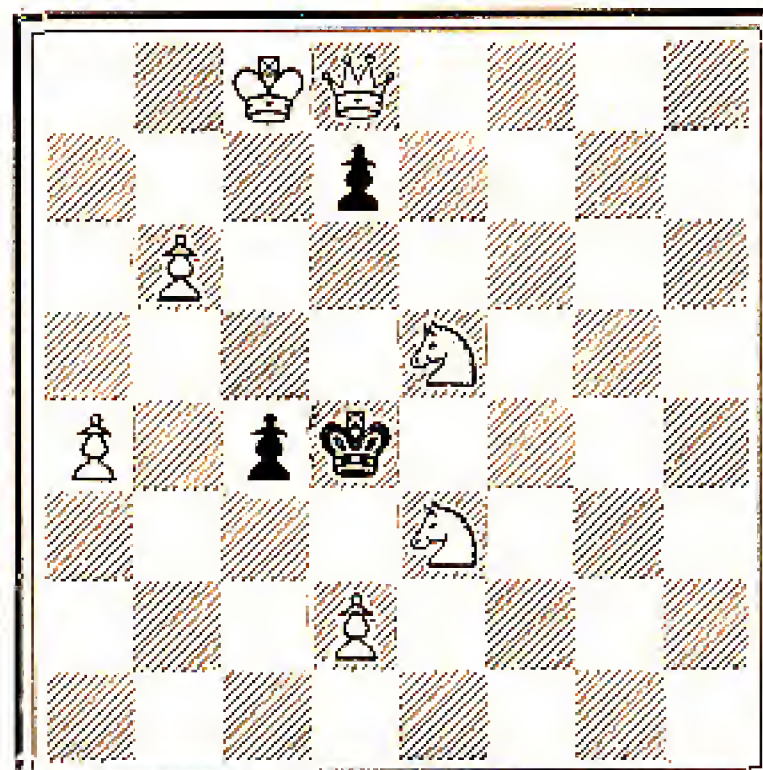
2092 Mate in 3



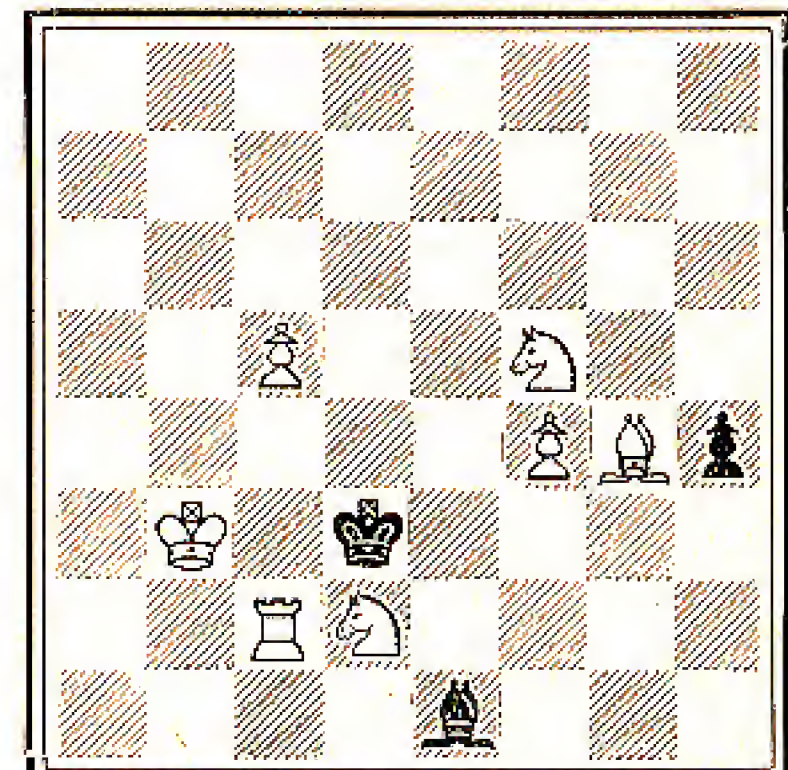
2093 Mate in 3



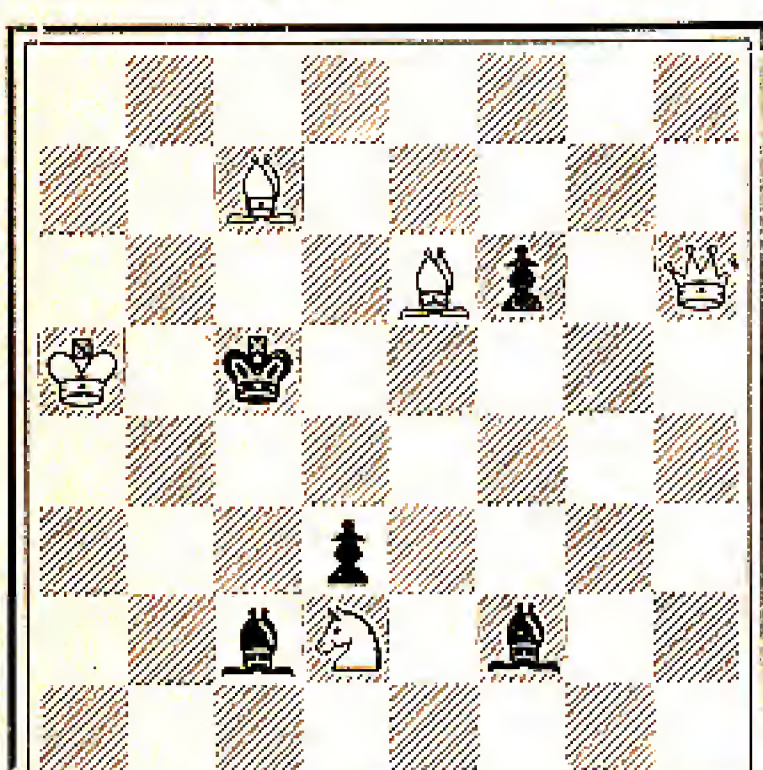
2094 Mate in 3



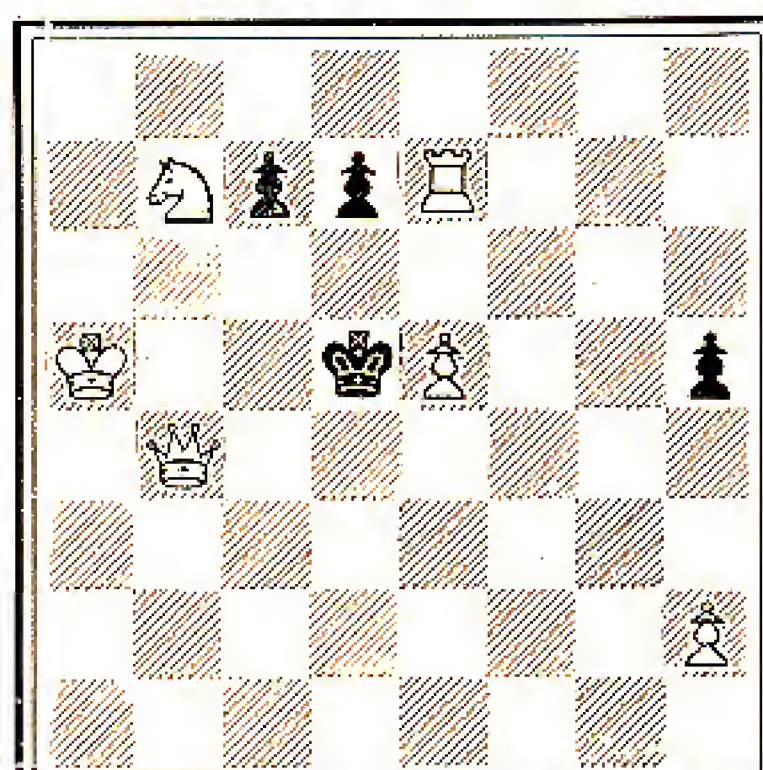
2095 Mate in 3



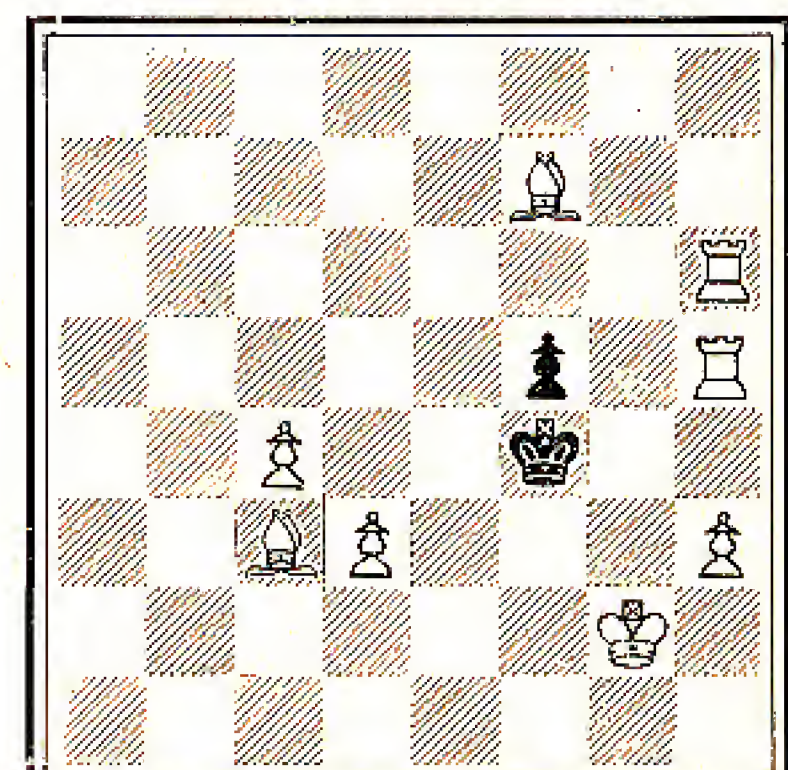
2096 Mate in 3



2097 Mate in 3



2098 Mate in 3

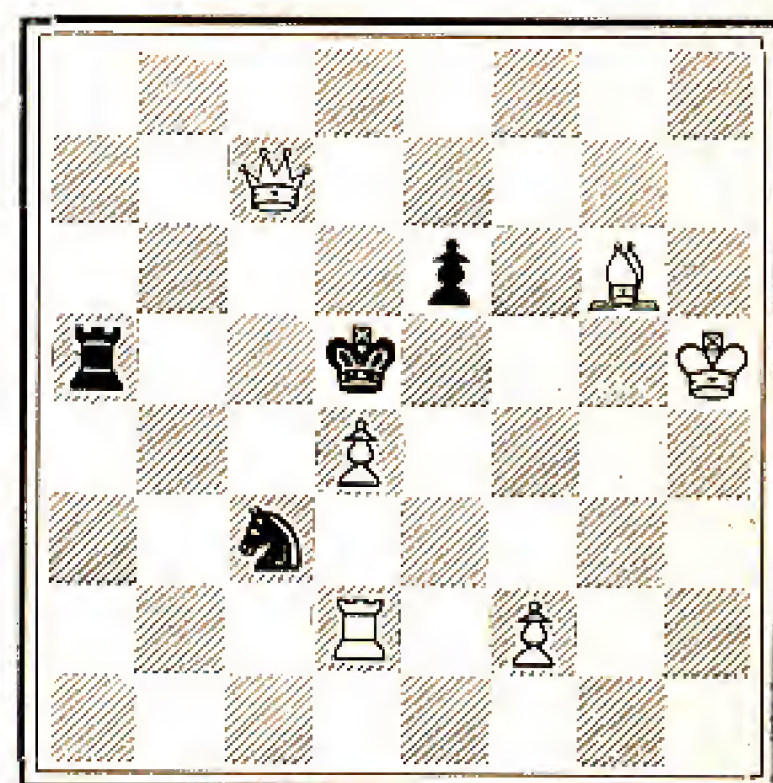


2099 Mate in 3

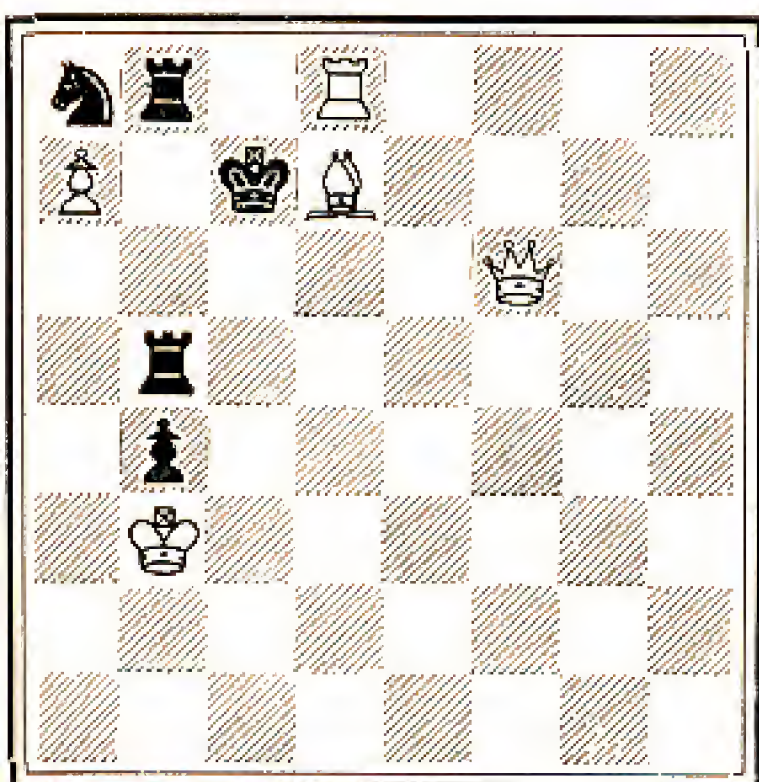
in Prize Solving Contest

SOLUTIONS TO PROBLEMS 2090-2109 MUST BE POSTMARKED NOT LATER THAN SEPTEMBER 6, 1943. (This restriction does not apply to men in the armed forces unless they have early access to CHESS REVIEW as it appears).

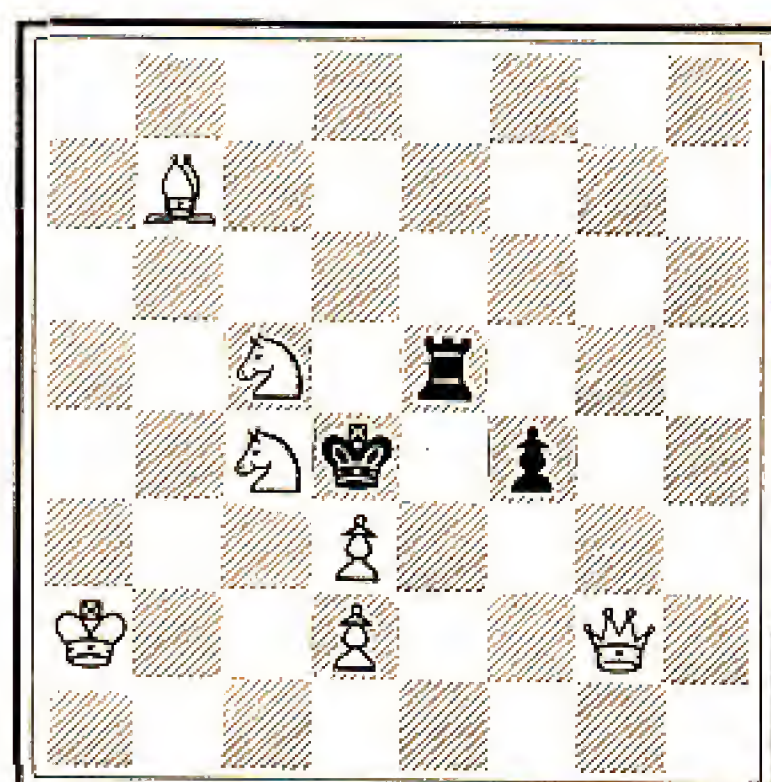
RULES OF CONTEST: You may enter this contest at any time. There is no entry fee. Each month, a half-year subscription to CHESS REVIEW (or extension of present subscription) is awarded to the contestant who heads the solvers' list. The winner's score is then cancelled and he starts anew. Duplicate prizes for tied scores. Submit solution to Problem Editor before date specified. Key moves only are required unless it is expressly specified that variations be submitted. Point credits usually correspond to number of moves. Full credits for correct claims of "no solution" and for "cooks" (solutions other than composer's intention.) Deductions for wrong solutions.



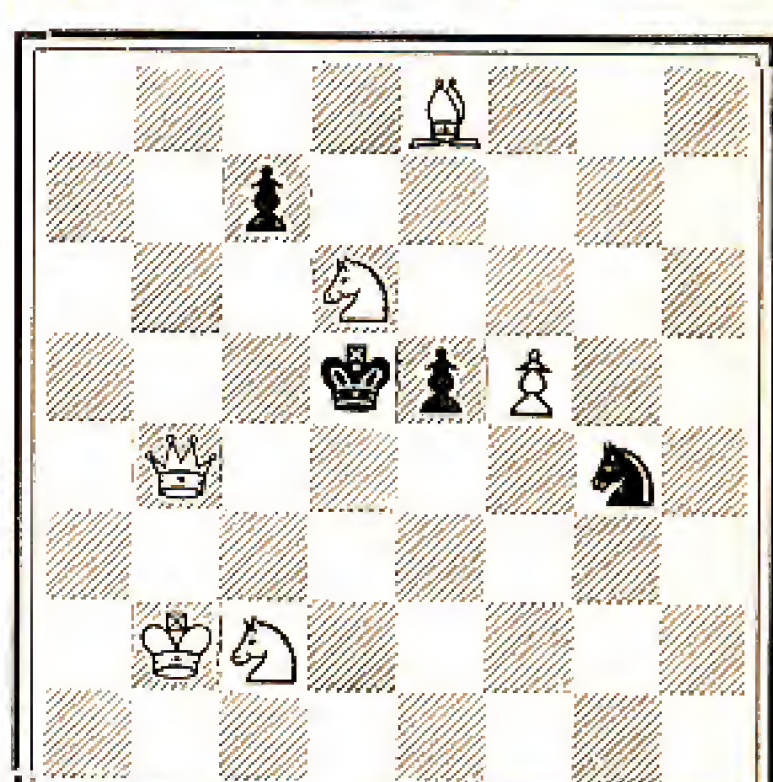
2100 Mate in 2



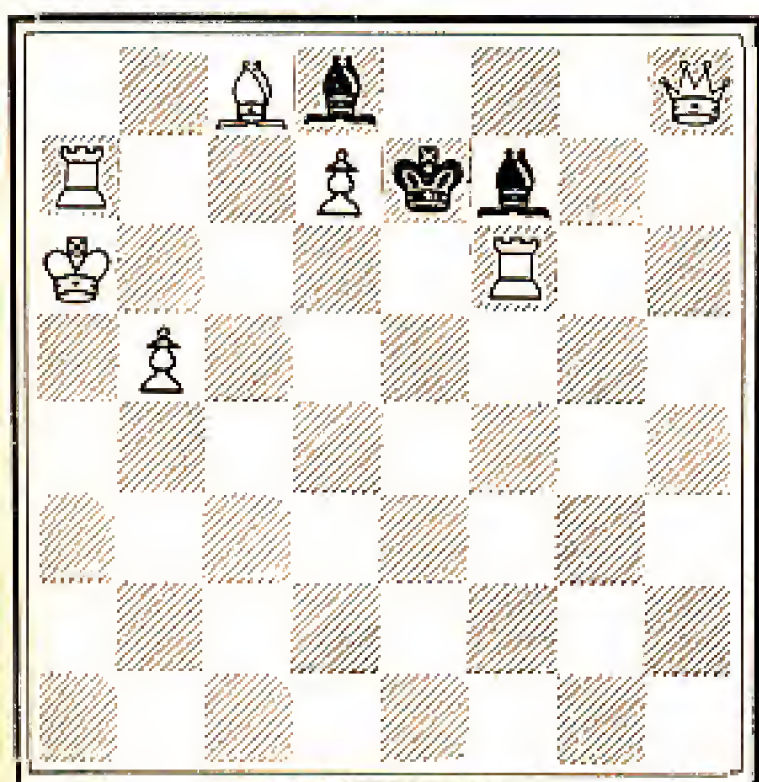
2101 Mate in 2



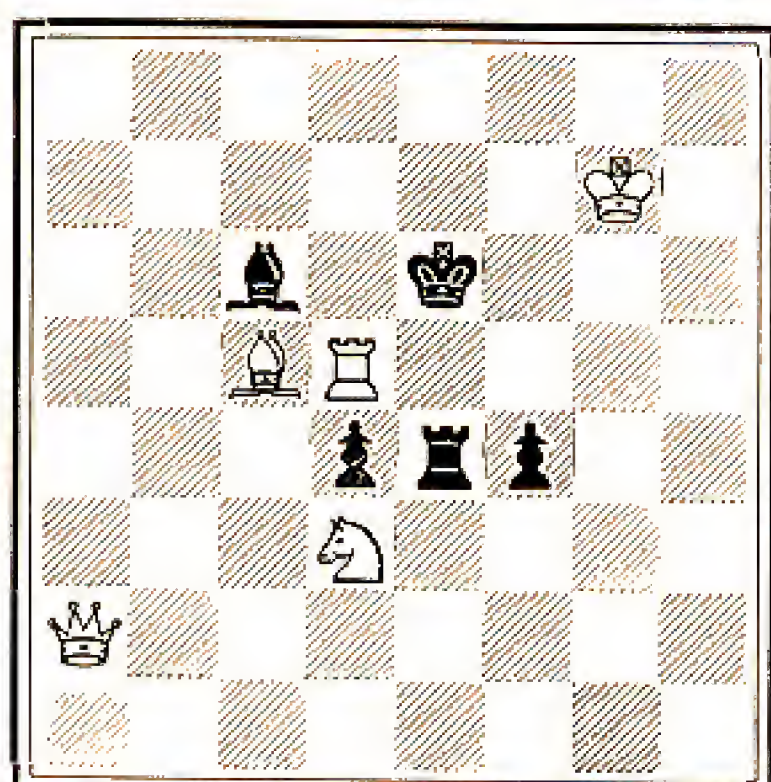
2102 Mate in 2



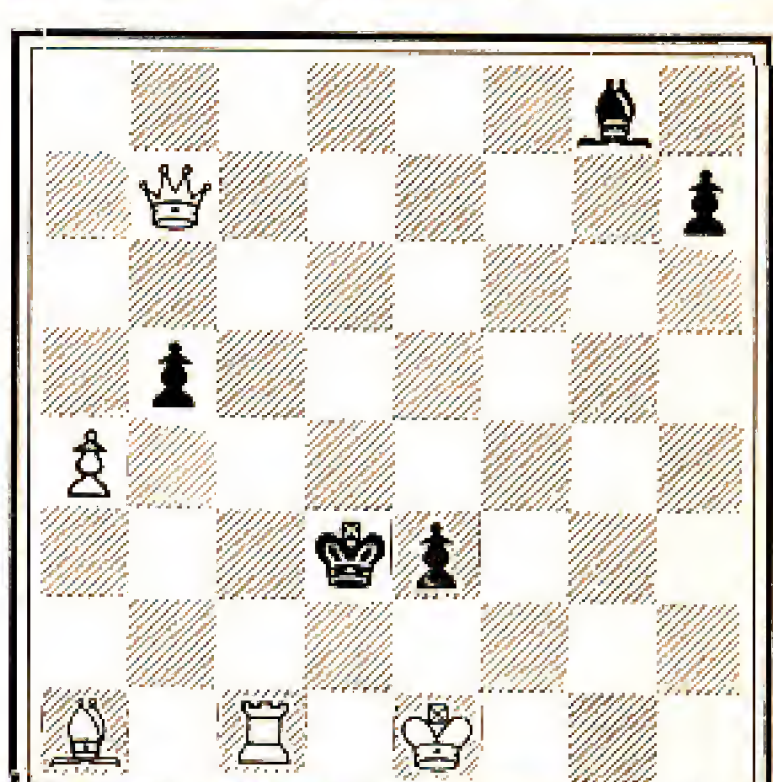
2103 Mate in 2



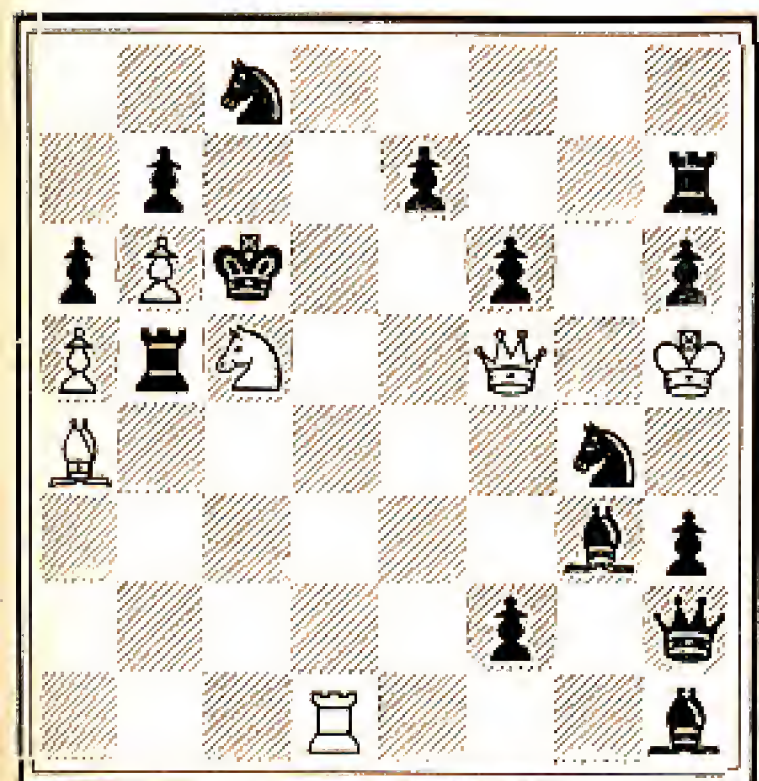
2104 Mate in 2



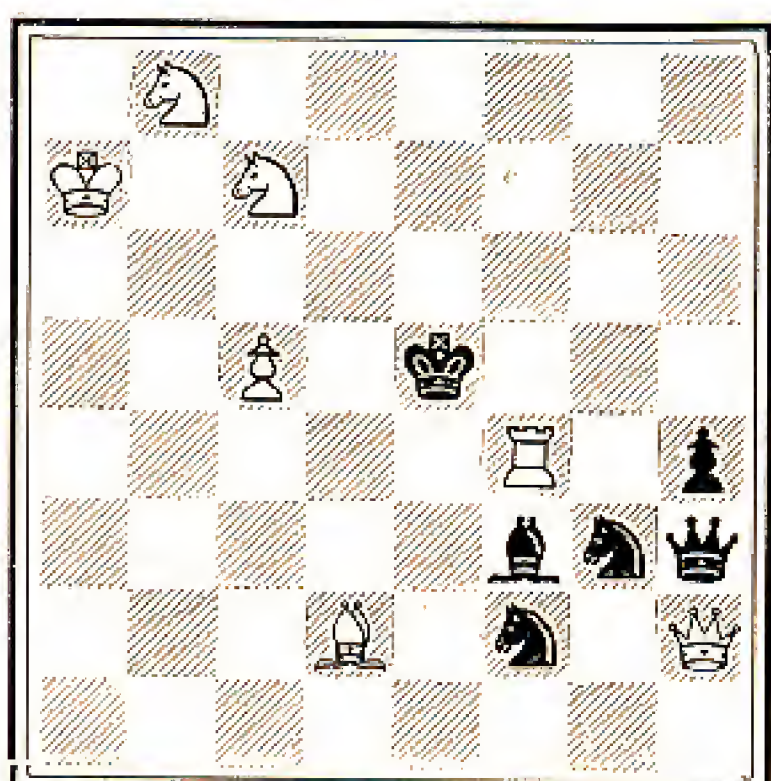
2105 Mate in 2



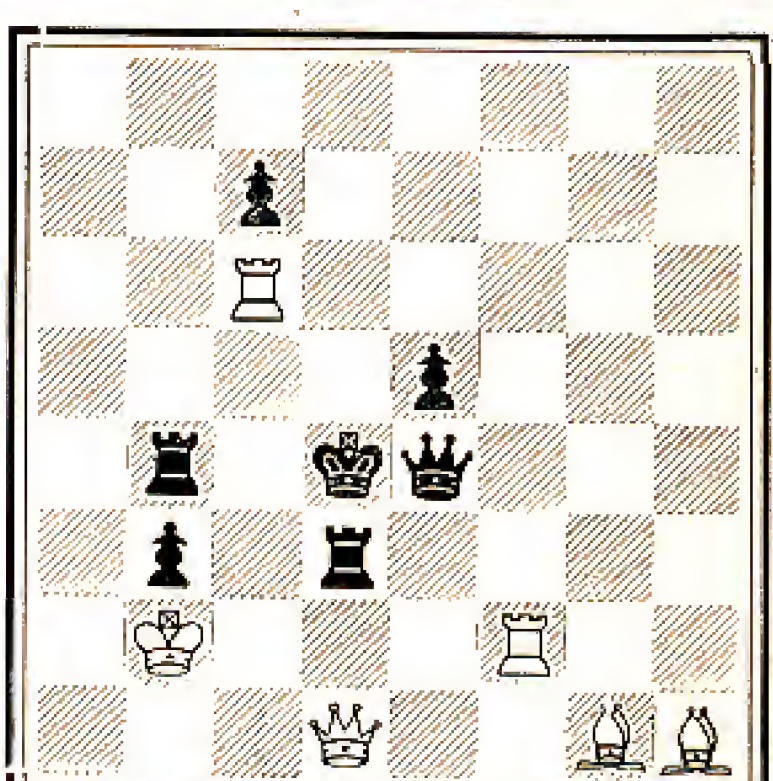
2106 Mate in 2



2107 Mate in 2



2108 Mate in 2



2109 Mate in 2

CHESS BY MAIL



Milton Fetell

Milton Fetell has been playing in CHESS REVIEW Postal Tournaments since March, 1942. He succeeded in finishing two of his sections without the loss of a game. Fetell writes:

"I am 30 years of age. Chess has been my hobby and held me in its charm ever since Public School days. ... Although the heart-breaking hours of a retail business now leave me no time for over-the-board chess, I find that I have time enough for postal chess. My wife, who has never lost a chess game in her life, has been my constant inspiration: Are you winning this game? Are you going to beat that fellow? She was positively thrilled to see one of my games in the READERS' GAMES Department of CHESS REVIEW. The winning of a chess set in Section 42-S7 came just in the nick of time; my old set was worn to a frazzle from so many and wonderful battles by mail. It is true, by the way, that my wife never lost a chess game. She has never played one!"

With Our Postal Players

by JACK W. COLLINS
Postal Chess Editor

Last month we mentioned that Robert D. Grande, Adams, Mass., had suggested a tourney for players under sixteen years of age. It is too soon to say what the response to the idea may be, but as at least one other youngster, Forrest G. Schaeffer, Jr., Allentown, Pa., is in favor of it we may see the event under way before long.

All of which started us thinking about a tournament for players at the other end of the chess ladder. One limited to competitors with a rating of 1150, or higher, who were interested in the stiffest opposition and cash prizes. We might have a \$5.00 entry fee, and offer three awards of \$15.00, \$10.00, and \$5.00, in a section of seven. Perhaps one or two less experienced players might be admitted to a section, if they were willing to take their chances with higher-ups in order to learn a few pointers.

Like Robert's proposal this one is in the formative stage and details could be worked out later. The thought is merely to present affairs of interest to special groups. Let us know what you think of the ideas and send along any of your own you may have in mind. We could supply comparable events whenever the demand warranted it.

Six more players have qualified for the semi-final round of the Victory Tournament. They are R. P. Bailey, E. Dayton, M. D. Hassialis, G. Marcus, M. Palmer, and J. Serrin, Jr. These qualifiers, and those that follow them, will be given their next assignments as soon as enough players are available to form new sections.

Despite the fact that correspondence chess has been played for many generations, in many climes, by many thousands of players, it remains an unknown, or unopened, book to countless sons of

Caissa. Some regard it as an odd branch of the game, others have never tried it, and a surprising number have not even heard of it. Letters arrive every week to support these statements and we feel it is worthwhile to let you read what your new contemporaries are writing, and also to let the non-playing postal chess public see them, if, as we hope, they happen to stumble on this column.

Here is one from Stanley Wysowski, who is in both the Victory Tournament and the Class Tournament, that should have particular meaning to hospitalized folks and shut-ins generally.

"I have been in hospitals for the last four years. Can you imagine all I missed by not discovering postal chess sooner? The games themselves are very interesting. The technical knowledge absorbed is invaluable. But what means most is the friends that you meet through the mail. I could never find any players who could play chess very well in the hospitals, so naturally I didn't get much fun from the game. Now I can play strong players, and lest anyone tell you postal chess is boring, here is a paradox. I can't wait till I get the next move, yet the game is finished before you know it. I don't know why I never played correspondence chess before as now I don't know how I ever got along without it."

William A. Greenfield, New York, N. Y., sent us the scores of two games he won, in 43-V23, and accompanied them with the following note.

"I can't begin to tell you how enjoyable these Postal Chess Games are. It's my first attempt, but you can be sure it won't be my last."

And Paul L. Dean, Washington, D. C., wrote:

"Postal Chess certainly is a pleasant hobby to a person like myself who doesn't have the time to play at a club and who doesn't even know another chess player. Hope I may be able to play the rest of my life."

There are many more Stanleys, Williams, and Pauls throughout the country whom we should like to have in our realm of the Royal Game.

Victory Tournament Results

| | |
|--------|---|
| 43-V1 | Eastman 1, Devlin 0; Hankin 1, Mrs. Piatt 0. |
| 43-V2 | De Felice withdraws; all games forfeited. Bailey defeated Casey, Lieber, Plasterer, and Swiderski. Casey 1, Swiderski 0; Newbery 1, Lieber 0. |
| 43-V3 | Treend drew with Little and lost to Miller and Sandrin. Sandrin 1, Warren 0. |
| 43-V4 | Brown 1, Vichules 0; Guber 1, Arons 0. |
| 43-V5 | Palmer defeated Beyer and Zaas. Serrin defeated Fielding and May. Beyer 1, May 0. |
| 43-V6 | Broome defeated Mager and Paul. Hassialis defeated Kelsey and Mager. |
| 43-V7 | Bundich 1, Heidenreich 0. |
| 43-V8 | Farnum 1, Brown 0; Little 1, Fenley 0. |
| 43-V9 | Koelsche defeated Allison and Hall. Steinmeyer 1, Brady 0. |
| 43-V10 | Schaeffer defeated Johnson and lost to Herzberger and Paul. Davidson ½, Paul ½, Campbell ½, Schaeffer ½. |
| 43-V13 | Dayton defeated Akers and Carr and drew with Shapiro. Carr 1, Zust 0. |
| 43-V17 | Mrs. Fenley defeated Kasper and Mrs. Lyman. Borker 1, Kasper 0; Czermak 1, Kasper 0. |
| 43-V18 | Benjamin 1, Campbell 0. |
| 43-V19 | Bolotin 1, Currie 0. |
| 43-V20 | Nadel withdraws; all games forfeited. Barnhart and Phar defeated Telsey. |
| 43-V21 | Marcus defeated Feldman and Schuette and lost to Macaleer. Wysowski 1, Feldman 0. |
| 43-V23 | Greenfield defeated Quereau and Wood. Wood 1, Shaw 0; Ninburg 1, Ehrlich 0. |
| 43-V24 | Cutshall withdraws; all games forfeited. |
| 43-V25 | Hall 1, Volbers 0; Thomas 1, May 0. |
| 43-V29 | Owen withdraws; all games forfeited. Reeves withdraws; all games forfeited. |
| 43-V31 | Elsman, Lowy, and Roche defeated France. Gross, Naviski, and Neal defeated Lowy. Gross 1, Elsman 0. |
| 43-V32 | Berg 1, Bolliger 0. |
| 43-V36 | Nieder 1, DeGallaix 0. |
| 43-V42 | Frankel withdraws; all games forfeited. |

Prize-Winners This Month

| Sec. | Player | Prize | Score |
|--------|-----------------------|-------|-------|
| 41-34 | P. L. Dean | 2 | 5 -3 |
| 42-C4 | L. R. Chauvenet | 3 | 3 -3 |
| 42-C18 | Dr. M. Herzberger | 1 | 5½- ½ |
| 42-C18 | P. J. Michels | 2 | 5 -1 |
| 42-C18 | R. S. Rockel | 3 | 3 -3 |
| 42-S5 | Lt. B. F. Levene, Jr. | 1 | 6 -0 |
| 42-S5 | Mrs. D. S. Muir | 2 | 5 -1 |
| 42-S9 | Mrs. W. R. Fenley | 2 | 4 -2 |
| 42-S9 | A. Ceruzzi | 3-4 | 3 -3 |
| 42-S9 | W. J. Treiber | 3-4 | 3 -3 |
| 42-S15 | L. Borker | 1 | 4½- ½ |
| 42-S15 | R. L. Brown | 2-3-4 | 3 -2 |
| 42-S15 | H. Fine | 2-3-4 | 3 -2 |
| 42-S15 | R. C. Hall | 2-3-4 | 3 -2 |

Prize-Winners Last Month

| Sec. | Player | Prize | Score |
|--------|------------------|-------|-------|
| 41-32 | L. W. Fielding | 1-2 | 7 -1 |
| 41-32 | Dr. J. G. Hogan | 1-2 | 7 -1 |
| 41-35 | Sgt. B. Friend | 1 | 6 -2 |
| 41-35 | L. R. Chauvenet | 2 | 5½-2½ |
| 42-C16 | A. Cook | 1 | 5½- ½ |
| 42-C20 | W. Harris | 2 | 3 -1 |
| 42-C20 | G. S. Thomas | 3 | 2 -2 |
| 42-S6 | Pvt. W. H. Lacey | 1 | 6 -0 |
| 42-S7 | C. F. Wright | 2 | 4 -2 |
| 42-S7 | J. Mager | 3 | 3½-2½ |

Victory Tournament Closed

The 1943 Victory Tournament closed on June 30th. No more entries will be accepted for this event. One week before the closing date, 52 sections had been started—a total of 364 entries. Play is progressing at a fast clip and the first semi-final section has been started. Players in this event are reminded that the score of every game in all three rounds counts in the final distribution of prizes. If you qualify for the semi-final or final round, be sure to finish all your games in the previous rounds. If you are disqualified in the preliminary or semi-final round, we ask you to please finish all your games like true sportsmen. Your games will affect the prizes of your fellow-players. If you finish your schedule you qualify for a free entry into the Class Tournament—but not otherwise.

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One of the best ways to improve your chess skill—and to have a swell time doing it—is to play chess by mail. If you have not yet taken part in CHESS REVIEW's Postal Tournaments you are missing a lot of fun. There are hundreds of CHESS REVIEW Postal Players anxious to meet you by mail, willing to match their ability at chess with yours. Some of these players are strong, others weak. No matter what your playing strength may be, there are CHESS REVIEW players who will team up with you and give you a good game.

You need no experience to play postal chess. There is nothing mysterious or difficult about it. It is played in exactly the same way as over-the-board chess except that you send your moves on post-cards. We mail complete instructions to each new player.

Entries are now being accepted for CHESS REVIEW's Class Tournament. Our regular players and new friends are welcome to join. In this event, entries are grouped according to playing strength. You will be entered in a section of seven players, all of whom are about equal to yourself in playing skill. You play White against three of your opponents, Black against the other three—and you play all six games simultaneously.

You stand a good chance of winning a prize in your section. Credits of \$4, \$2 and \$1 are awarded to the first, second and third place winners in each section. These credits may be used to purchase chess books or equipment. The entry fee is only \$1. You may enter as many sections as you please at \$1 each.

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Postal Chess Games of the Month

(Notes by Jack W. Collins)

NIMZO-INDIAN DEFENSE

J. Eichhorn
White

A. B. Humphrey
Black

| | | | |
|---------|--------|----------|-------|
| 1 P-Q4 | Kt-KB3 | 3 Kt-QB3 | B-Kt5 |
| 2 P-QB4 | P-K3 | 4 B-Q2 | |

This move occasions Black no difficulty. 4 Q-B2, 4 Q-Kt3, 4 P-K3, and 4 P-QR3, are more to the point.

| | | | |
|--------|------|--------|-----|
| 4 | O-O | 6 B-Q3 | PxP |
| 5 P-K3 | P-Q4 | | |

Such positions call for P-QB4.

| | | | |
|---------|--------|------------|-------|
| 7 BxP | Kt-B3 | 11 BxB | Kt-B3 |
| 8 Q-B2 | B-Q2 | 12 Kt-B3 | P-KR3 |
| 9 P-B4 | Kt-QR4 | 13 P-K4 | Kt-K2 |
| 10 B-Q3 | BxKt | 14 P-KKt4! | |

Of course White is willing to trade a pawn for an open KKt file.

| | | | |
|----------|-------|-----------|--------|
| 14 | Kt-R2 | 19 P-K5 | PxP |
| 15 O-O-O | Q-K1 | 20 PxP | Kt-Q4 |
| 16 P-B5 | B-Kt4 | 21 KR-Kt1 | KtxB |
| 17 P-KR4 | BxB | 22 P-B6! | KtxPch |
| 18 QxB | Q-R5 | 23 K-Q2 | KR-Q1 |

White would answer 23 P-KKt3 with 24 RxPch.

| | | | |
|----------|---------|------------|---------|
| 24 RxPch | K-B1 | 27 K-K3 | PxP |
| 25 RxKt | K-K1 | 28 Q-Kt6ch | Resigns |
| 26 P-K6 | Q-Kt5ch | | |

Mate next move. Eichhorn's attack was ably executed.

BUDAPEST DEFENSE

F. G. Schaeffer
White

Dr. M. Herzberger
Black

| | | | |
|---------|--------|----------|---------|
| 1 P-Q4 | Kt-KB3 | 5 Kt-KB3 | B-Kt5ch |
| 2 P-QB4 | P-K4 | 6 Kt-B3 | BxKtch |
| 3 PxP | Kt-Kt5 | 7 PxB | Q-K2 |
| 4 B-B4 | Kt-QB3 | 8 Q-Q5 | P-B3 |

After 8 Q-R6; 9 R-B1, P-B3; 10 PxP, KtxP(B3); 11 Q-Q2, P-Q3; 12 Kt-Q4, O-O; 13 P-B3, the queen is not as well placed as in the text.

| | | | |
|-------|----------|---------|------|
| 9 PxP | KtxP(B3) | 10 Q-Q2 | |
|-------|----------|---------|------|

10 Q-Q1, 11 P-K3, and 12 B-Q3 are superior to the 10th, 11th, and 12th moves chosen by White.

| | | | |
|----------|------|----------|-------|
| 10 | P-Q3 | 13 B-Kt5 | QR-K1 |
| 11 Kt-Q4 | O-O | 14 P-K4? | KtxP! |
| 12 P-B3 | B-Q2 | | |

Actually this should only have established a better endgame, after 15 BxQ, KtxQ; 16 KxKt, RxB; 17 KR-K1, but the acceptance of the piece brings about a quick finish.

| | | | |
|---------|-------|----------|--------|
| 15 PxKt | QxPch | 17 PxKt | P-KR3! |
| 16 K-Q1 | KtxKt | 18 P-KR4 | |

The bishop lacks a retreat.

| | | | |
|---------|--------|---------|--------|
| 18 | PxB | 20 K-B1 | Q-K8ch |
| 19 PxP | B-R5ch | Resigns | |

If 21 QxQ, RxQch; 22 K-Kt2, R-B7ch; 23 K-R3, (23 B-K2, RxQR; 24 RxR, RxB) RxR; 24 K-B1, R-Kt7; forces mate. A lively little game.

★

★

★

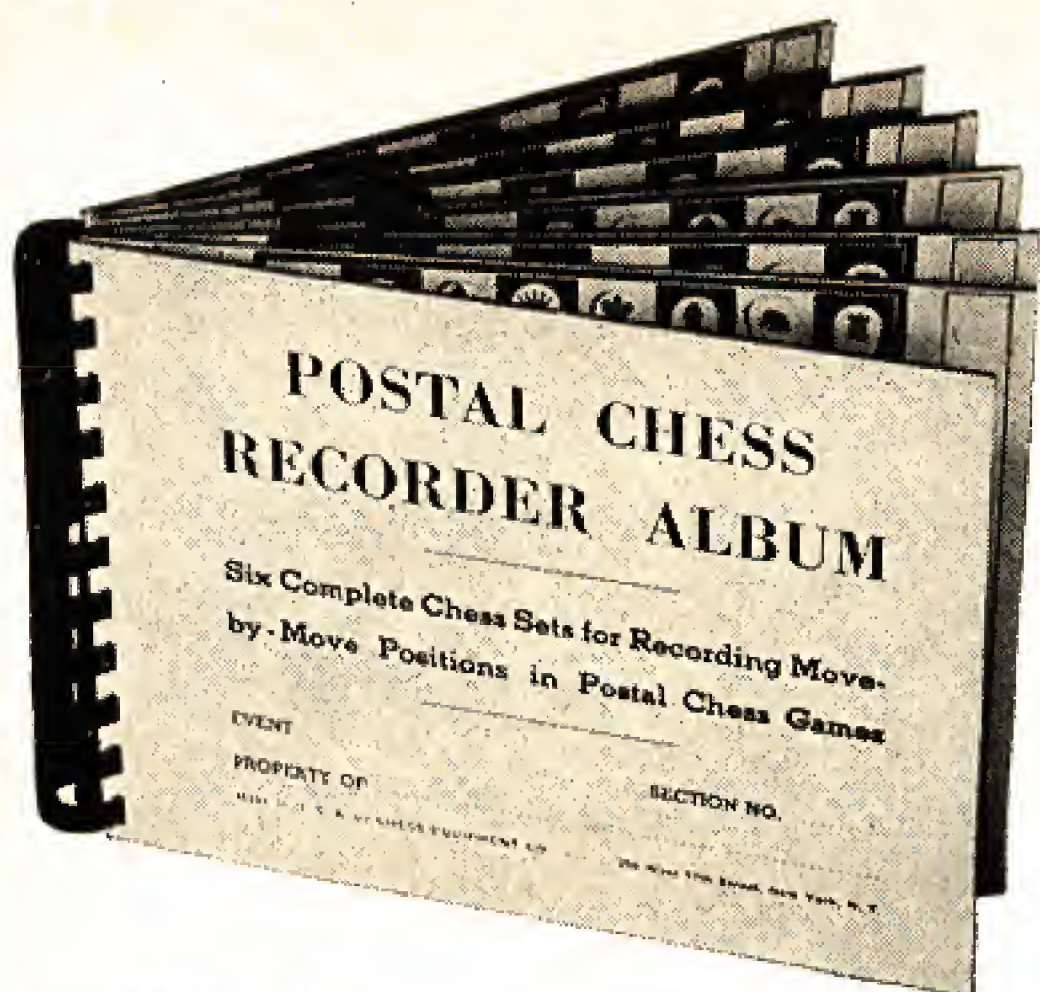
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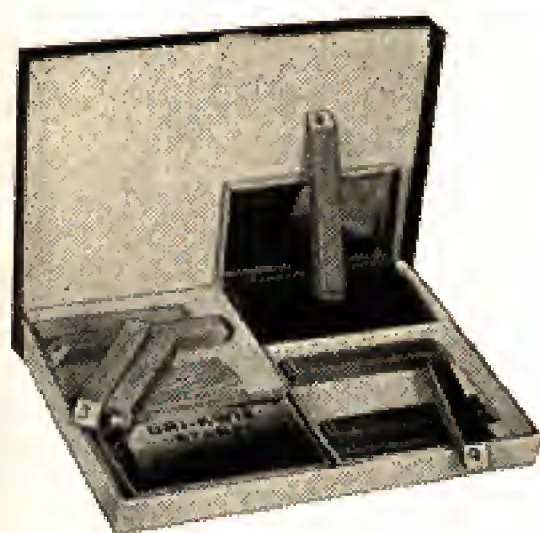
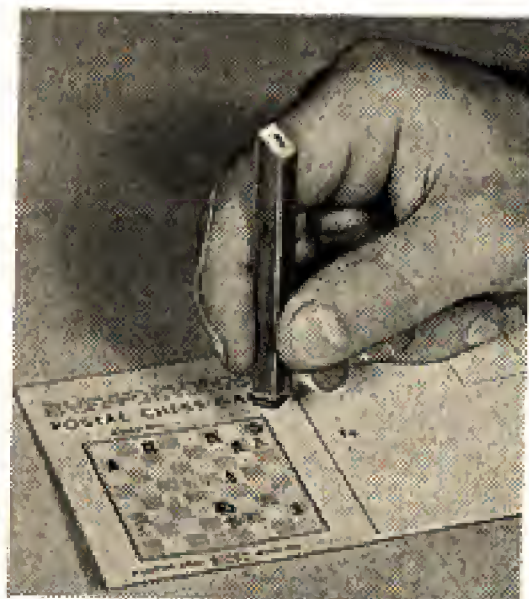
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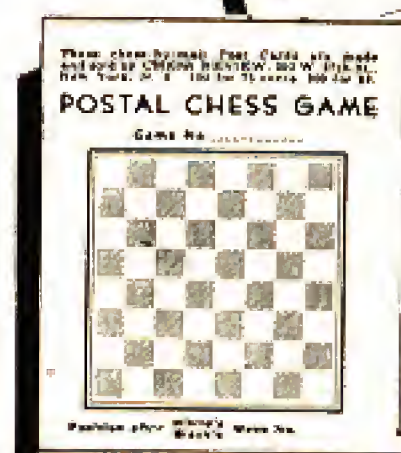
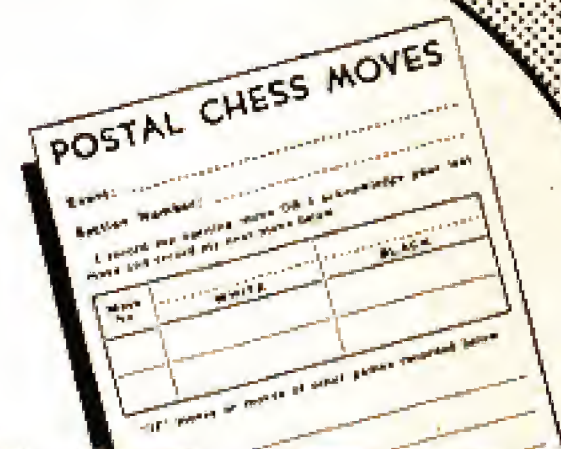
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Numbers after players' names indicate new ratings based on results of games reported between May 6th and June 10th. The rating system provides a fairly accurate comparison of playing strength. New players are issued approximate ratings, eventually find their own level. Complete list of ratings will appear in an early issue.

Class A

| | |
|----------------------|------|
| Arons, G. | 1140 |
| Bailey, R. P. | 1260 |
| Barnhart, J. W. | 1156 |
| Benjamin, S. J. | 1418 |
| Birstein, O. | 1162 |
| Bischoff, J. E. | 1112 |
| Boggis, A. | 1130 |
| Borker, L. | 1428 |
| Charosh, M. | 1204 |
| Czermak, C. K. | 1224 |
| Dayton, E. | 1300 |
| Einhorn, Pvt. M. | 1162 |
| Fenley, C. M. | 1148 |
| Fenley, Mrs. W. R. | 1174 |
| Goodman, C. F. | 1310 |
| Halper, Lt. N. | 1216 |
| Hankin, S. J. | 1124 |
| Hassialis, M. D. | 1296 |
| Herzberger, Dr. M. | 1320 |
| Kemble, Major, R. P. | 1302 |
| Kirkegaard, Rev. M. | 1106 |
| Levene, Lt. B. F. | 1280 |
| Michels, P. J. | 1282 |
| Muir, Mrs. D. | 1236 |
| Neider, D. | 1124 |
| Neil, F. A. | 1122 |
| Palmer, M. | 1170 |
| Phar, P. | 1150 |
| Reichenbach, Dr. H. | 1228 |
| Sandrin, A. | 1116 |
| Shapiro, M. | 1170 |
| Sibbett, D. J. | 1122 |
| Smith, W. H. | 1162 |
| Steinmeyer, R. | 1134 |
| Treiber, W. | 1146 |
| Vichules, L. P. | 1106 |

Class B

| | |
|--------------------|------|
| Banker, G. | 1032 |
| Berg, R. | 1062 |
| Berry, A. L. | 900 |
| Beyer, J. H. | 926 |
| Blackall, D. S. | 1032 |
| Bolotin, Lt. J. H. | 900 |
| Brandt, H. A. | 900 |
| Broome, J. | 970 |
| Brown, J. H. | 998 |
| Brown, M. | 970 |
| Brown, R. L. | 1002 |
| Bundick, Lt. W. R. | 906 |
| Campbell, C. W. | 1010 |
| Campbell, R. J. | 1064 |
| Chauvenet, L. R. | 1096 |
| Cohn, F. | 1050 |
| Colley, J. P. | 970 |
| Davidson, B. | 948 |
| Dean, P. L. | 990 |
| Eastman, P. R. | 900 |
| Ehrlich, Dr. S. | 1026 |
| Eichhorn, J. | 1038 |
| Eisenbarth, W. C. | 978 |
| Eisman, J. E. | 982 |
| Farnum, S. E. | 1052 |
| Finnigan, J. | 952 |
| Goldfeather, H. | 942 |
| Greenfield, W. A. | 1000 |
| Gross, W. E. | 1084 |
| Hall, R. C. | 1042 |
| Hawkins, K. C. | 900 |
| Hewitt, a/c C. C. | 902 |
| Hildebrand, J. W. | 956 |
| Hoehn, A. | 936 |
| Holiff, J. | 932 |
| Humphrey, A. B. | 904 |
| Hurt, J. | 1060 |
| Jacobs, M. | 1042 |
| Kalbach, J. C. | 1044 |
| Kasper, H. F. | 922 |
| Keeler, H. J. | 1036 |
| Kelsey, R. M. | 1022 |
| Klimas, F. J. | 1022 |
| Koelsch, Dr. G. A. | 934 |
| Liken, J. | 954 |
| Little, J. J. | 940 |
| Little, P. H. | 1066 |
| Macaleer, W. | 908 |
| MacGrady, J. P. | 912 |
| Mager, J. | 972 |
| Marcus, G. | 952 |
| May, A. C. | 934 |

| | |
|----------------------|------|
| Miller, Lt. C. D. | 954 |
| Naviski, J. J. | 1040 |
| Ninburg, Dr. N. | 944 |
| Paul, Dr. B. | 1068 |
| Peters, W. J. | 1084 |
| Piatt, Mrs. M. | 914 |
| Preece, E. | 900 |
| Quanstrom, Dr. V. E. | 1086 |
| Rockel, R. | 1078 |
| Rothman, A. | 948 |
| Schaeffer, F. G. | 922 |
| Shaw, S. | 1024 |
| Shephard, Dr. H. C. | 1050 |
| Stauffer, D. | 950 |
| Tallmadge, W. H. | 950 |
| Telsey, D. | 912 |
| Trasoff, A. | 944 |
| Waag, C. | 958 |
| Warren, J. | 966 |
| Wildeman, E. R. | 954 |
| Wilner, D. S. | 992 |
| Wolf, J. E. | 1060 |
| Work, T. A. | 916 |
| Wright, C. F. | 954 |
| Wysowski, S. | 1050 |

Class C

| | |
|---------------------|-----|
| Akers, S. | 844 |
| Allison, M. H. Sr. | 742 |
| Benardette, J. | 844 |
| Bolliger, H. J. | 820 |
| Brady, J. | 828 |
| Briggs, A. | 738 |
| Carr, W. T. | 888 |
| Casey, J. J. | 882 |
| Currie, J. C. | 800 |
| DeCoster, D. W. | 700 |
| DeFelice, J. | 802 |
| DeGallaix, H. | 826 |
| Devlin, C. F. | 800 |
| Dishaw, O. W. | 880 |
| Farnsworth, R. E. | 896 |
| Felman, H. | 776 |
| Fielding, R. B. | 810 |
| France, Y. A. | 728 |
| Geertsma, R. | 838 |
| Grande, R. D. | 616 |
| Guber, S. | 894 |
| Haley, P. | 798 |
| Hall, G. | 772 |
| Hamilton, L. B. | 626 |
| Heidenreich, F. | 838 |
| Henry, F. L. | 744 |
| Henry, La Verne | 874 |
| Hopkirk, D. R. | 886 |
| Hopkirk, Pvt. W. H. | 806 |
| Johnson, F. O. | 766 |
| Knorr, A. M. | 800 |
| Lieber, E. | 776 |
| Lowy, Capt. B. H. | 802 |
| Lyman, Mrs. H. | 884 |
| May, R. L. | 730 |
| Miles, M. | 800 |
| Miner, H. | 862 |
| Nelson, E. H. | 844 |
| Newberry, N. F. | 894 |
| Newman, P. H. | 820 |
| Oakley, H. N. | 874 |
| Plasterer, R. H. | 810 |
| Quereau, F. W. | 884 |
| Randall, P. | 830 |
| Richardson, R. | 792 |
| Roche, G. | 892 |
| Ross, Rev. B. | 858 |
| Serrin, J. | 874 |
| Salgado, L. A. | 884 |
| Schuette, C. | 680 |
| Simon, P. J. | 800 |
| Smith, R. L. | 896 |
| Swiderski, Lt. P. | 792 |
| Thomas, G. S. | 880 |
| Treend, E. I. | 824 |
| Uberti, J. | 832 |
| Volbers, H. | 814 |
| Vosloh, M. F. | 694 |
| Watson, K. | 804 |
| Wey, J. | 724 |
| Winters, Pvt. H. L. | 776 |
| Wood, F. J. | 872 |
| Yaffee, L. L. | 768 |
| Zaas, D. | 832 |
| Zaas, L. A. | 730 |
| Zust, C. R. | 800 |

Game Reports—Results to June 10th

1941 OPEN TOURNAMENT

| | |
|-------|-------------------------------|
| Sec. | |
| 41-2 | Shephard ½, Mrs. Muir ½. |
| 41-34 | Dean 1, Henry 0, adjudicated. |
| 41-36 | Treiber ½, Dean ½. |

1942 CLASS TOURNAMENT

| | |
|--------|--|
| 42-C1 | Mager 1, Hurt 0. |
| 42-C4 | Jacobs 1, Holiff 0. |
| 42-C7 | Dishaw defeated Casey and Hamilton. Casey 1, Yaffe 0. |
| 42-C18 | Michels defeated Rockel and Shephard. |
| 42-C19 | Quanstrom ½, Kirkegaard ½. |
| 42-C22 | Charosh ½, Sibbett ½. |
| 42-C23 | Hoehn drew with Blackall and Willner. Henry withdraws. |
| 42-C24 | De Coster defeated Wey and lost to Farnum. Gardiner resigned to De Coster, Donworth, Farnum, Schultz, and Wey. |
| 42-C26 | Henry withdraws, all games annulled. |
| 42-C27 | Paul defeated Little and drew with Banker. |
| 42-C28 | Humphrey and Liken defeated Winter. |
| 42-C29 | Halper 1, Reichenbach 0. |
| 42-C30 | Salgado 1, Grande 0. |
| 42-C32 | Goldfeather 1, Brady 0; Lieber ½, Randall ½. |
| 42-C33 | Hopkirk 1, Schuette 0. |
| 42-C34 | Goodman 1, Chauvenet 0. |
| 42-C35 | Klimas defeated Dishaw and Henry. |
| 42-C36 | Eichhorn and Hildebrand defeated Humphrey. |
| 42-C38 | Smith defeated Rothman and lost to Einhorn. |

1942 SECTIONAL TOURNAMENT

| | |
|--------|--|
| 42-S2 | Wolfe ½, Elsmann ½. |
| 42-S5 | Levene 1, Mrs. Muir 0. |
| 42-S6 | Wildeman defeated Allison and lost to Jacobs. |
| 42-S9 | Mrs. Fenley 1, Kasper 0. |
| 42-S14 | Work defeated Farnsworth and Watson, and lost to Colley and Finnigan. Colley 1, Hawkins 0. Finnigan 1, Watson 0. |
| 42-S15 | Borker defeated Benardete and Briggs and drew with Brown. Benardete drew with Hall, adjudicated, and lost to Fine. |
| 42-S17 | Mrs. Piatt defeated De Felice and drew with Casey. |
| 42-S18 | Fielding defeated Allison and lost to Stauffer. Kemble defeated Allison and Kalbach. Stauffer 1, Allison 0. |
| 42-S20 | Berg 1, Klimas 0. |
| 42-S21 | Campbell 1, Wright 0; Lieber 1, Vosloh 0. |

1943 CLASS TOURNAMENT

| | |
|--------|---|
| 43-C1 | Ross defeated Serrin and lost to Eisenbarth. Eisenbarth 1, Zaas 0. |
| 43-C2 | Winter resigned to Brown, Blenkinsop, Hankin, Holladay, and Montgomery. Newman-Winter game annulled. Brown and Hankin defeated Newman. Hankin 1, Brown 0. |
| 43-C3 | May 1, Grande 0. |
| 43-C6 | Smith defeated Haley and lost to Miner. |
| 43-C7 | Geertsma 1, Richardson 0. |
| 43-C8 | Cohn 1, Tallmadge 0; Peters ½, Oakley ½. |
| 43-C9 | Watson 1, Schuette 0. |
| 43-C10 | Preece 1, Miles 0; Trasoff 1, Hopkirk 0. |
| 43-C11 | Watson 1, Nelson 0. |
| 43-C12 | Keeler and Peters defeated Uberti. |
| 43-C13 | Batten withdraws, all games annulled. MacGrady 1, Hewitt 0. |
| 43-C14 | Berry 1, Simon 0. |
| 43-C15 | Brandt 1, Knorr 0. |
| 43-C17 | Bischoff 1, Waag 0. |

CHALLENGE MATCH

Game 3 Chauvenet ½, Boggis ½.
(See Page 217 for Victory Tournament Results)

SOLUTIONS TO PROBLEMS

(See Page 213)

No. 1. Q-K6, No. 2. R-Q1, No. 3. QxP, No. 4. Kt-QB5, No. 5. K-K7, No. 6. Q-R6 threatening 2 Q-B4ch and 3 KtxP mate. 1 . . . B-B2; 2 Q-R1! etc. 1 . . . B else; 2 Q-QB6ch etc. 1 . . . R-Kt4; 2 QxR etc. No. 7. 1 Q-Kt4 threatening 2 Q-Q1 mate. 1 . . . Kt-Kt3ch; 2 K-Q6! etc. 1 . . . Kt-B4ch; 2 K-B8! etc. 1 . . . Kt-B6, 2 Q-Kt4 etc. 1 . . . Kt-Kt7; 2 Q-K2 etc. No. 8. 1 QxP threatening 2 Kt-Q5ch, etc. 1 . . . QxR; 2 QxPch etc. No. 9. 1 Kt-Kt6 threatening 2 QxR mate. 1 . . . B-B6ch; 2 K-Q1 etc. 1 . . . B-Kt6ch; 2 K-B1 etc.



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Reviewed by

I. A. HOROWITZ

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Last month we published a game between Pvt Morton Jacobs and Capt. (now Major) R. P. Kemble. Unfortunately, the names of the players were transposed. Jacobs played Black and won.—Ed.

Below is a little skittles frivolity, played in less than ten minutes at the Dayton, Ohio YMCA, and submitted by Mr. Paul J. Wortman, president of the local chess club. Metropolitan masters apparently no longer monopolize "rapid transit" chess.

FRENCH DEFENSE

| | |
|---------------|-------------|
| P. J. Wortman | C. Driscoll |
| White | Black |
| 1 P-K4 | P-K3 |
| 2 P-Q4 | P-QB4 |

Not a new idea, but infrequently played. It has one of the characteristics of hypermodern chess — attack of the opposing center from the wings. Its principal drawback is that it permits 3 P-Q5 and a consequent gain in terrain for the player of the White forces.

3 Kt-KB3

But White is not alert to the prospects of the advance, or is unwilling to steer the game into untried channels.

3 Kt-KB3

Tempting 4 P-K5, and the subsequent advance of all of White's Pawns, another characteristic of hypermodern chess — to permit, provoke or induce a rapid advance of the opposing center on the theory that it will not be stable, and subject to strong counter-attack. However, judgment of the highest order must be exercised. For should the counter-attack fail to materialize, the hypermodernist will find himself in close quarters.

| | |
|---------|-----------|
| 4 P-K5 | Kt-Q4 |
| 5 P-B4 | Kt-Kt3 |
| 6 Kt-B3 | |

6 P-Q5 at once is in order. In that case note how Black's position becomes constricted.

6 Kt-B3?

It becomes obvious that Black is only vaguely familiar with the theories he is expounding. The break-up of the center first by 6 . . . PXP was in order. There is a limit to faulty technique. Now comes quick retribution.

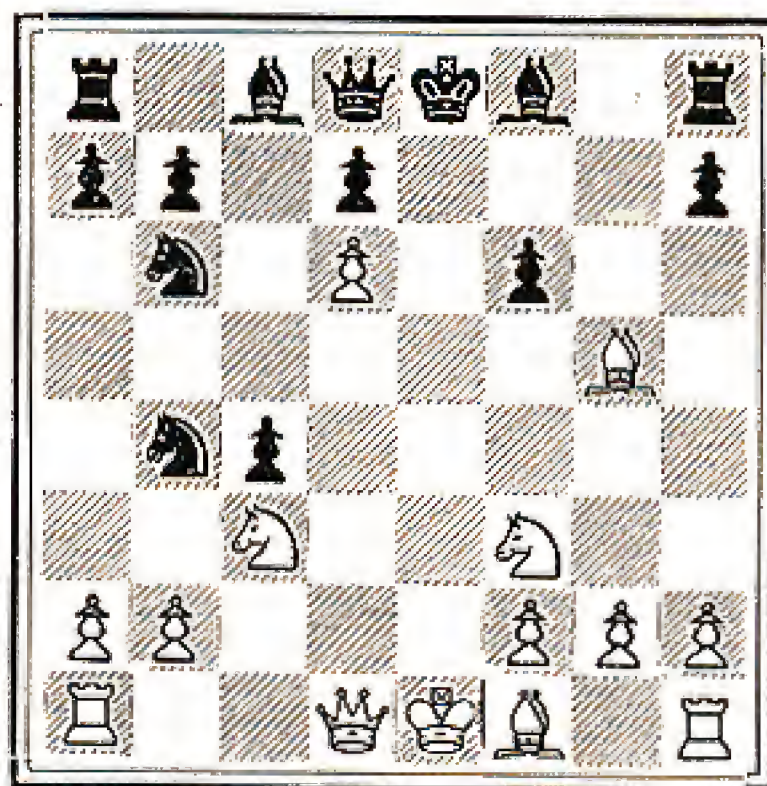
| | |
|---------|-----------|
| 7 P-Q5! | PxP |
| 8 PxP | Kt-Kt5 |
| 9 P-Q6! | |

And Black is almost stalemated at the beginning of the game! There is hardly a useful move available; for example if 9 . . . P-Kt3, to free the KB, then 10 B-KKt5 wins the Queen.

9 P-B5

Black is reduced to meaningless moves.

| | |
|-----------|------|
| 10 B-Kt5! | P-B3 |
| 11 PxP | PxP |



12 Kt-K5!!

The Kt, of course, is immune because of the indirect attack on Black's Queen. And the capture of the Bishop would be met by instant death with 13 Q-R5 mate.

| | |
|--------------|-----------|
| 12 | P-KR4 |
| 13 B-K2 | |

Still with an eye to mate.

| | |
|--------------|-----------|
| 13 | Kt-Q6ch |
| 14 BxKt | PxB |
| 15 QxP | |

Now Kt6 is vulnerable.

| | |
|--------------|---------|
| 15 | R-KKt1 |
| 16 Q-R7 | Resigns |

The following postal game was submitted by one of our Canadian subscribers. It is rich in imagination and fighting spirit. Both contestants are willing to "mix it" and a "free for all" ensues.

QUEEN'S GAMBIT DECLINED

| | |
|--------------|--------------|
| T. A. H. | D. Paetkau |
| North | Rosthern, |
| Saskatchewan | Saskatchewan |
| White | Black |
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | P-Q4 |
| 4 B-Kt5 | B-K2 |
| 5 P-K3 | QKt-Q2 |
| 6 Kt-B3 | O-O |

Opening agreed on. This procedure if often followed to expedite correspondence play.

In the game of draughts masters adhere to restrictions in opening play to circumvent analysis definitely favoring one side. Chess has not as yet reached that degree of progress.

| | |
|--------|--------|
| 7 B-Q3 | PxP |
| 8 BxP | P-QKt3 |

Black resolves the problem of developing his Queen's Bishop by resorting to the fianchetto, a method employed many years ago. As far as the layman is concerned, this answers the purpose.

The advance (P-QKt3), however, creates a structural weakness in Black's pawn chain, which is technically referred to as a "weakness on the white squares." (Observe Black's QB3 and QR3.) Black expects to reinforce this deficiency with . . . B-Kt2.

9 P-Q5

Prematurely liquidating the forces. 9 Q-K2 with the idea of 10 B-QR6 and exchanging the Bishops would aggravate Black's weakness. This would be the first step in its exploitation.

9 KtxP

9 . . . PxP would lead to the text position by transposition.

10 BxKt

10 BxB, KtxB, and White is out a Pawn.

10 PxB
11 QxP B-R3

To stop O-O.

12 R-Q1

Black's Bishop exerts a commanding influence on the diagonal QR3-KB8, preventing the cooperation of White's Rooks. Under the circumstances it would have been better to O-O-O.

12 Kt-B3
13 Q-Kt3 Q-K1

The square B1 holds a better future for the Queen (Kt5 or B4).

14 Q-B2

Obviously something is wrong, when at this early stage White is reduced to floating around with his Queen. White's faulty 9th and 12th are responsible.

Yet, placing the blame will not solve White's problems—a haven for his King and freedom for his King-Rook.

14 Kt-Q4 followed by Kt (4)-K2, limiting the action of Black's QB, and then O-O was in order.

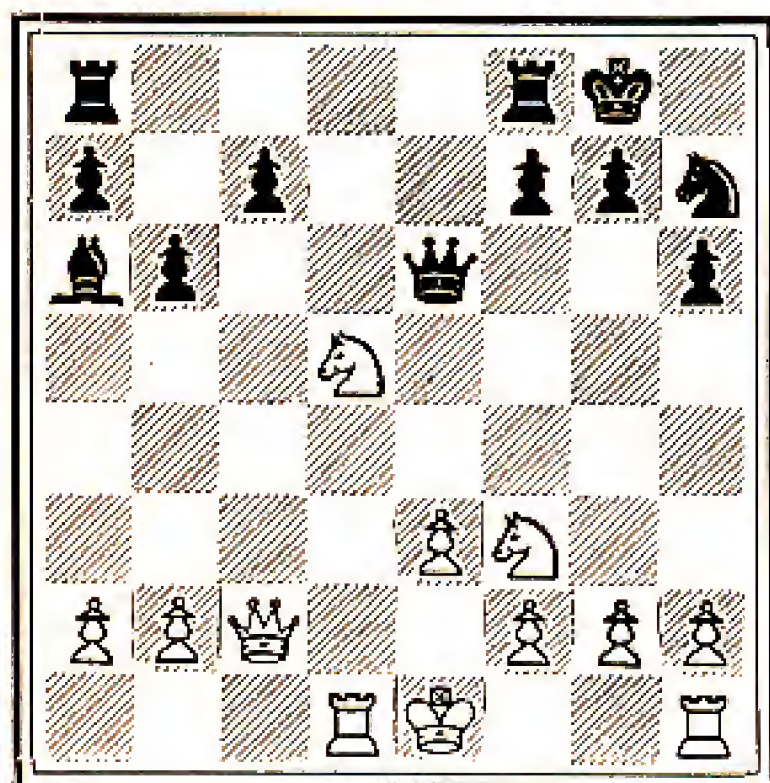
14 P-R3
15 B-R4 Kt-R2

15 . . . P-B4 to exclude White's Kt from his Q4, and also as a preliminary to a general advance of the Queen-side Pawns, where Black has a majority, was a better plan.

Now White enjoys a measure of counter-play.

16 BxB QxB
17 Kt-Q5 Q-K3

The choice of squares is limited.



18 KtxBP KR-B1

If 18 . . . QR-B1; 19 KtxQ, RxQ; 20 KtxR, R-K7ch; 21 K-B1, R-Q7ch would draw by repetition of moves.

19 R-Q8ch!

An interesting conception. Black's Queen must fall for if 19 . . . Kt-B1; 20 RxKtch, and then if 20 . . . KxR; 21 KtxQch, or if 20 . . . RxR; 21 KtxQ.

The text move leads to a maze of complications requiring precision technique. Less speculative would have been 19 Q-R4, RxKt; 20 Qx B!!; R-B7?; 21 Kt-Q4.

19 RxR
20 KtxQ QR-B1!!
21 Q-Kt1

Otherwise 21 . . . R-B8ch is fatal.

21 PxB
22 Kt-K5 Kt-Kt4
23 P-B3 R-B4
24 Kt-Kt4

Alternatives were 24 P-B4, Kt-K5; 25 QxKt, R-B8ch; 26 K-B2, RxR; 27 Q-Kt6 and Black's game is still difficult, or 24 P-KR4, RxKt; 25 PxB, RxPch, 26 K-B2, R-K7ch; 27 K-Kt3, R(1)-Q7 and Black would retain chances.

24 B-Q6
25 Q-R1

Permitting vague fears to interfere with sound judgment. 25 Q-Q1, facing the pin, was in order. White can afford to swap his Queen for Rook and minor piece and still remain a pawn plus.

25 R-B7
26 Kt-K5 R-K7ch
27 K-Q1

If 27 K-B1, B-R3 wins.

27 B-R3ch
28 K-B1 R(1)-Q7
29 P-KR4 Kt-B2
30 KtxKt KxKt
31 R-Q1

There was not much else to be done.

31 RxRch
32 KxR RxKKtP
Resigns

For the Queen must fall.

Played in a match between the Franklin Chess Club and the Budd Manufacturing Co. of Philadelphia. Defense workers enjoy chess as a relaxation.

POLISH OPENING

(by transposition)

1. Ash Mr. Howard
Franklin C. C. Budd Mfg. Co
White Black

1 Kt-KB3 Kt-KB3
2 P-QKt4

Tartakower played this in the 1924 International Masters Tournament and nicknamed it the "Orang-Outang" Opening—as a direct result of his visit to the Bronx Zoo the previous day.

2 P-QKt4

Black, however, discounts the perplexing aspects of the move by flattering imitation.

3 B-Kt2 B-Kt2
4 P-K3 P-K3
5 P-QR3 P-QR3
6 P-B4 P-B4
7 PxBP PxBP
8 BxP BxP

On the theory that if it is good enough for White it is good enough for Black.

Many years ago this theory was exploded, as far as the annotator was concerned. As Black, he played against the Captain of the Boys High School Team, a rank which at that time merited respect. And the following encounter took place. 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 Kt-B3, Kt-B3; 4 B-B4, B-B4; 5 P-Q3, P-Q3; 6 O-O, O-O; 7 B-KKt5, B-KKt5; 8 Kt-Q5, Kt-Q5; 9 Q-Q2, Q-Q2; 10 BxKt, BxKt; 11 Kt-K7ch—boom!, K-R1; 12 BxPch! boom!, KxB; 13 Q-Kt5ch! boom!, K-R1, Q-B6 boom—checkmate.

A similar fate is in store for Mr. Howard.

9 P-Q4 B-Kt3

For after 9 . . . P-Q4; 10 PxB, PxB; 11 QxQch Black has forfeited the privilege of castling. Now the symmetry is broken.

10 Kt-B3 P-Q4
11 B-Q3

A more commanding post for the Bishop than Kt3.

11 Kt-B3
12 O-O O-O
13 Kt-QR4 B-R2
14 Kt-B5

Compelling the exchange of Bishop for Knight, which in itself is a minute advantage. But in addition, White clears the diagonal for his other Bishop.

14 BxKt
15 PxB Q-R4
16 Q-B2

Threatening 17 BxKt, followed by 18 BxPch.

16 P-R3
17 BxKt

To shatter the Pawn formation in front of the opposing King. The follow-up is decisive.

17 PxB
18 Q-Kt2

Winning at least a Pawn by the double attack, and penetrating the King's position.

18 P-K4

Not very tempting, but the defense of the Bishop would permit 19 QxP, and a rapid collapse of the Black monarch. The rest is technique.

19 QxB QxBP
20 QR-B1 QxRP
21 RxKt QxB

True, Black has two pawns for the piece, which under ordinary circumstances might be troublesome. But in this case, the foundation is weak, and they must rapidly disappear.

22 RxBP P-K5

If 22 . . . QR-Kt1; 23 Q-Q7, R-Kt8 White might continue with the simple 24 Kt-Q2!, or 24 Q-Kt4ch, K-R2; 25 Kt-Kt5ch which ought to bring matters to a head quickly.

23 Kt-K5 Q-Kt4
24 RxBP QxQ
25 RxQ Resigns

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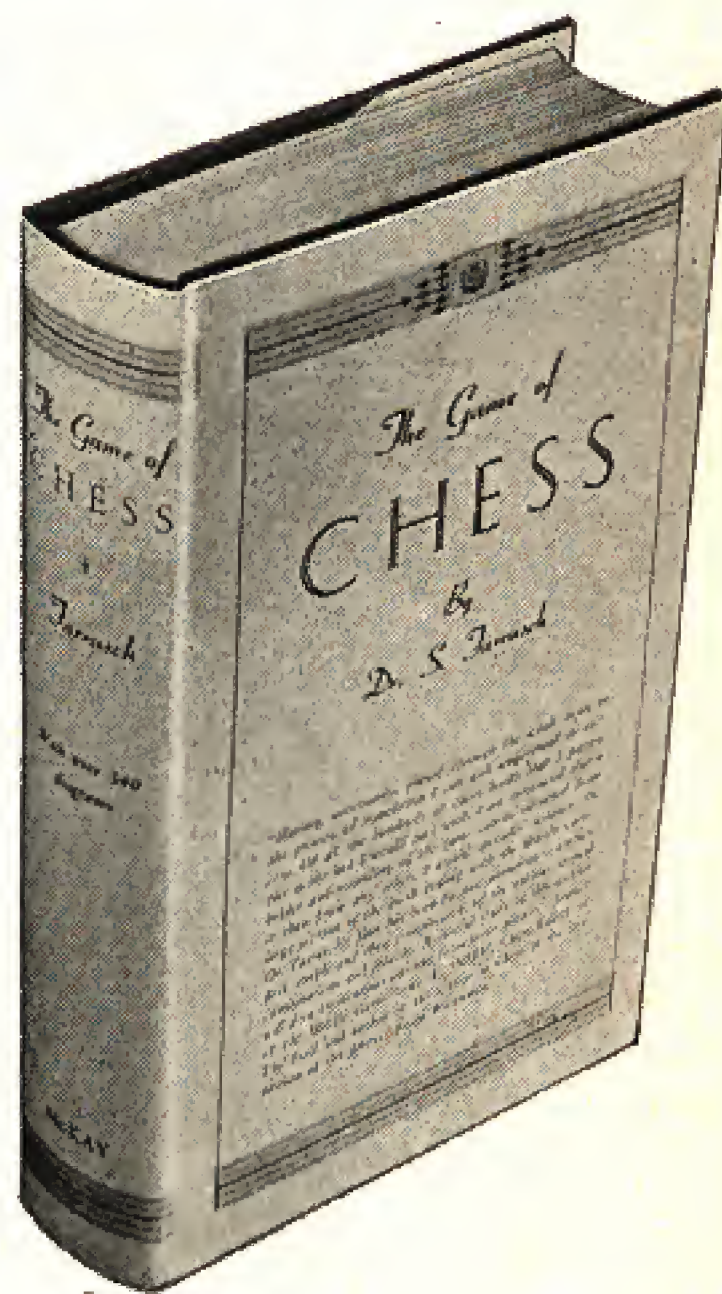
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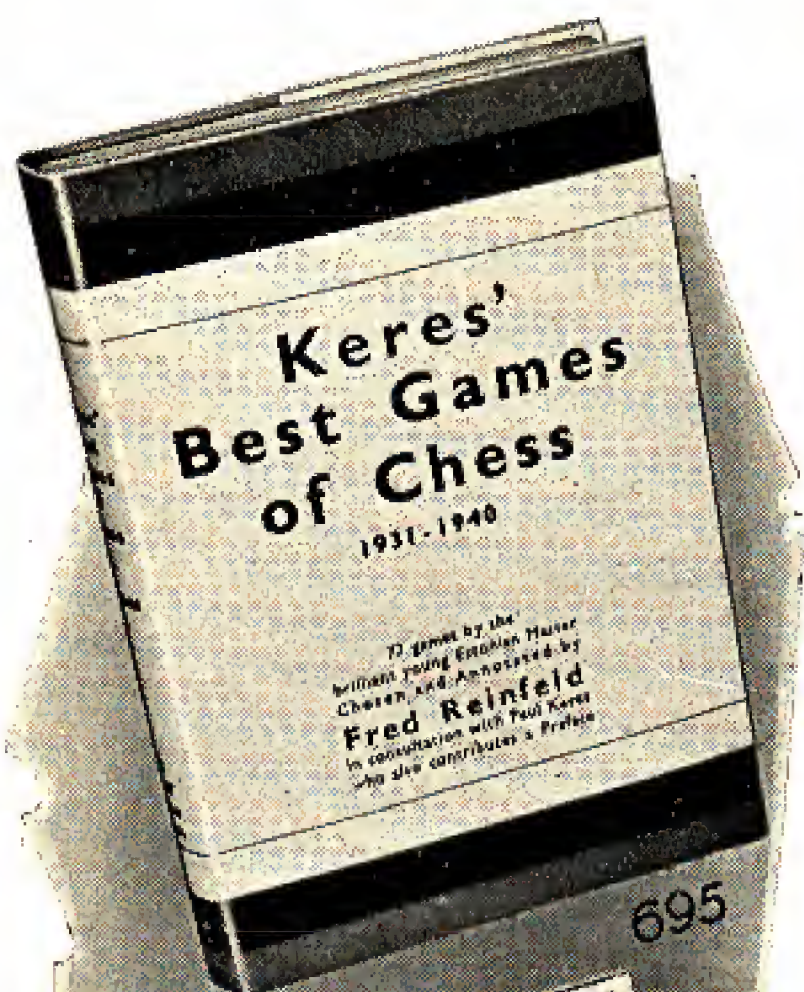
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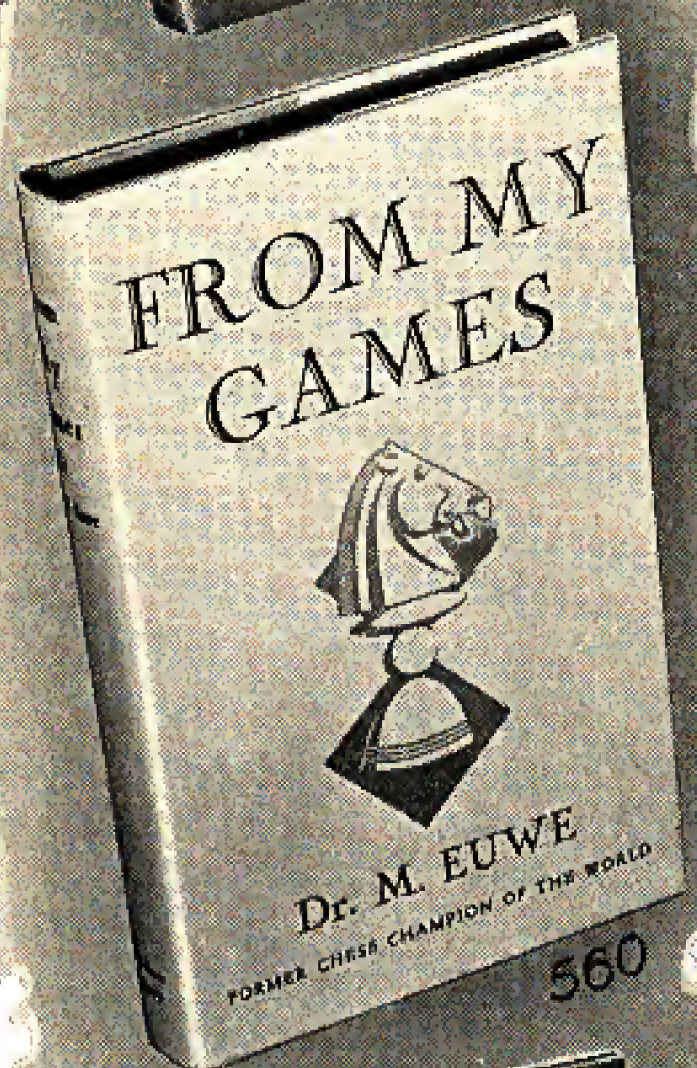
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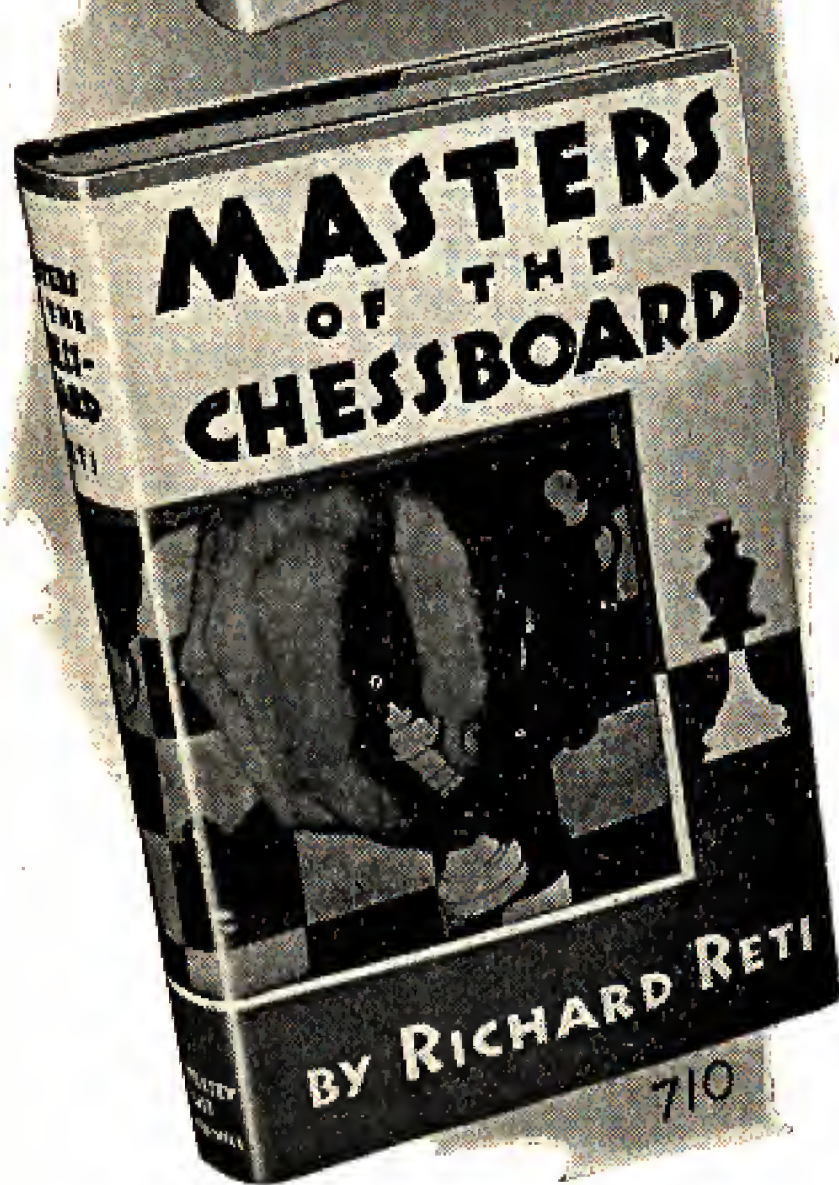
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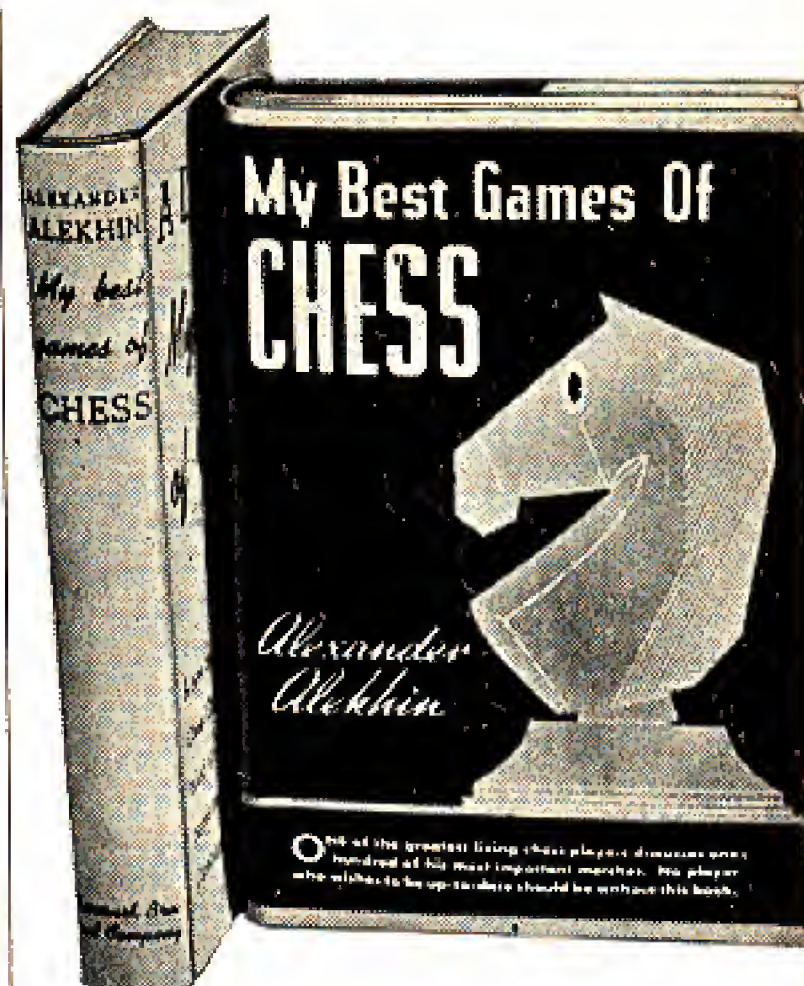
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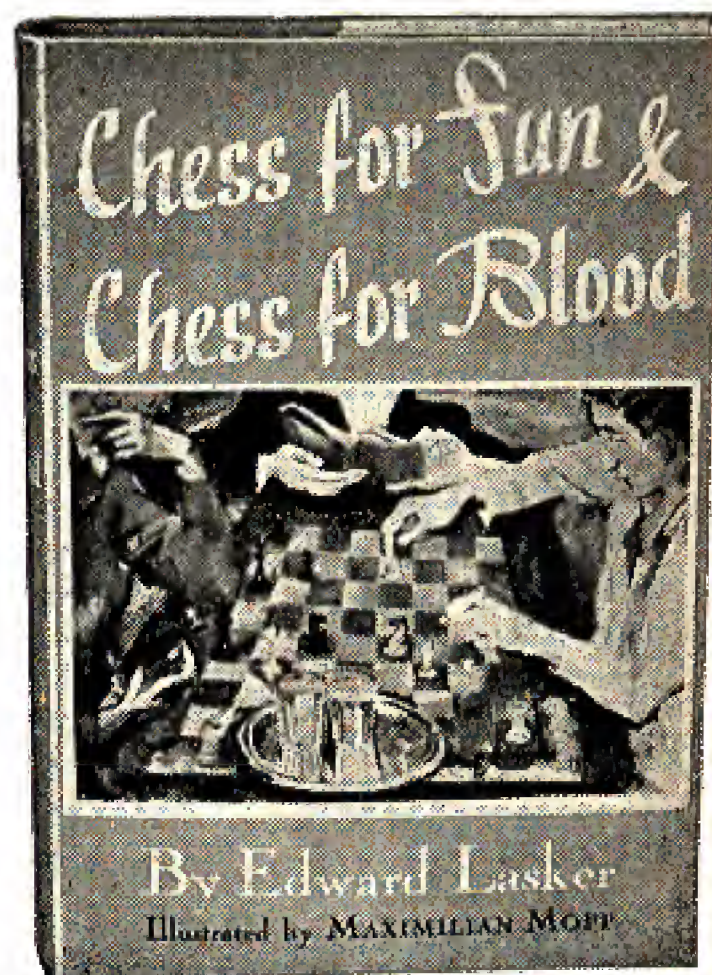
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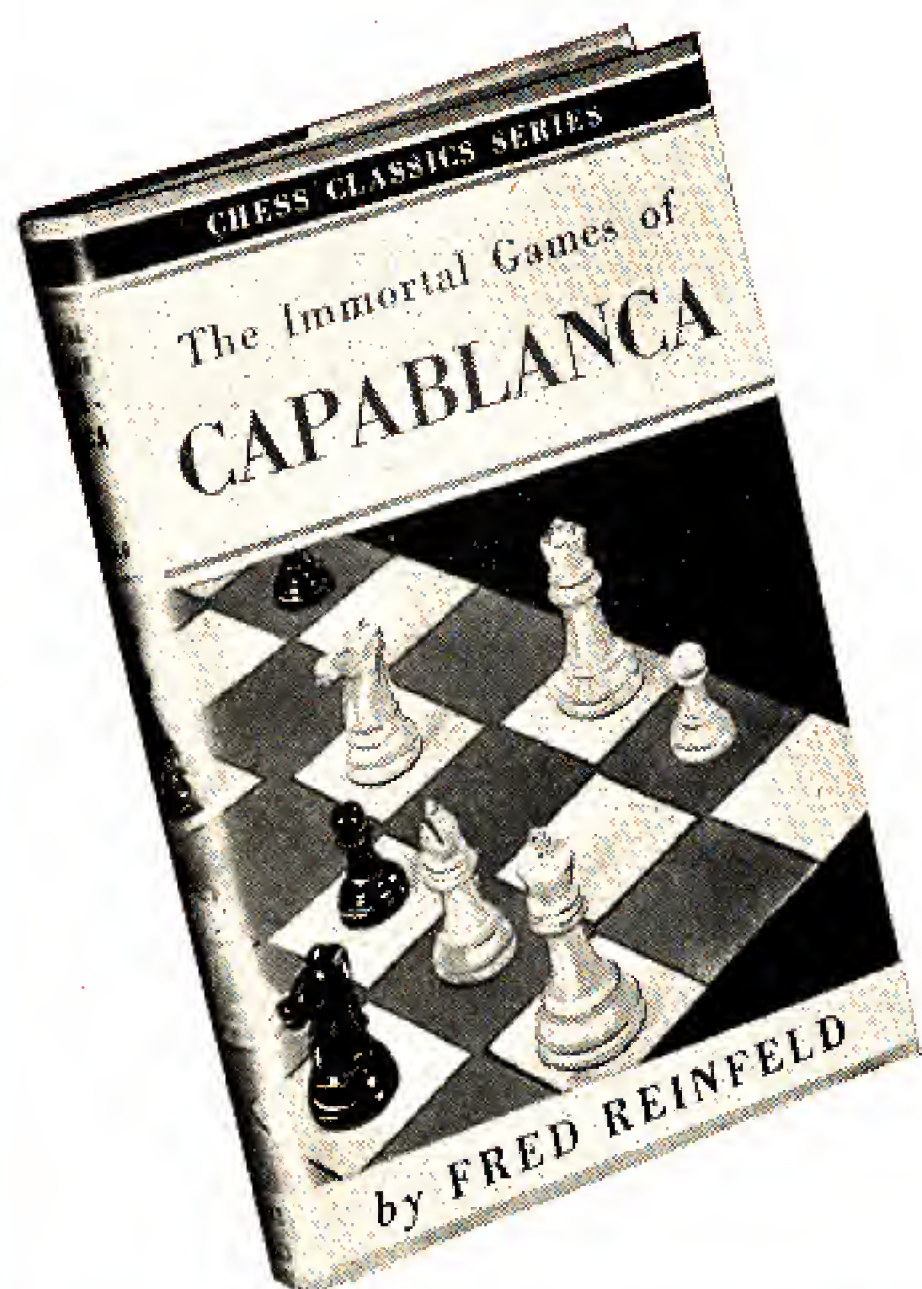
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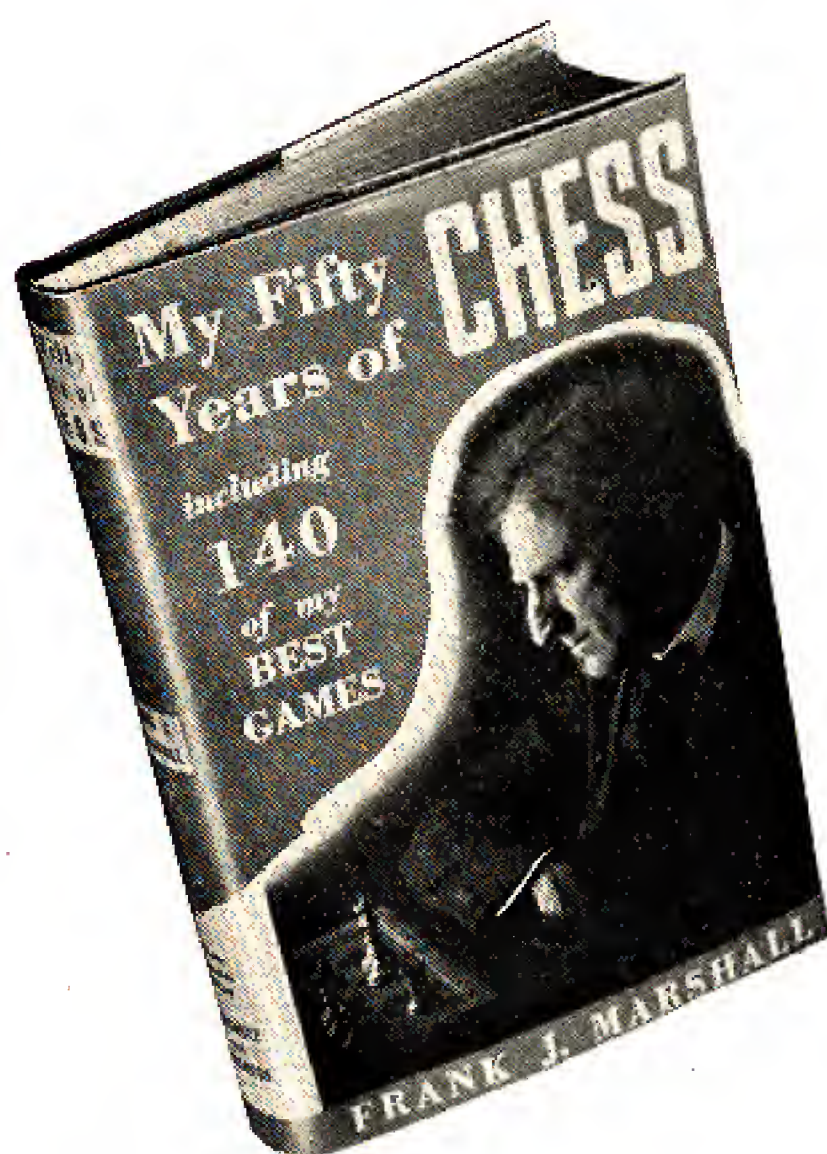
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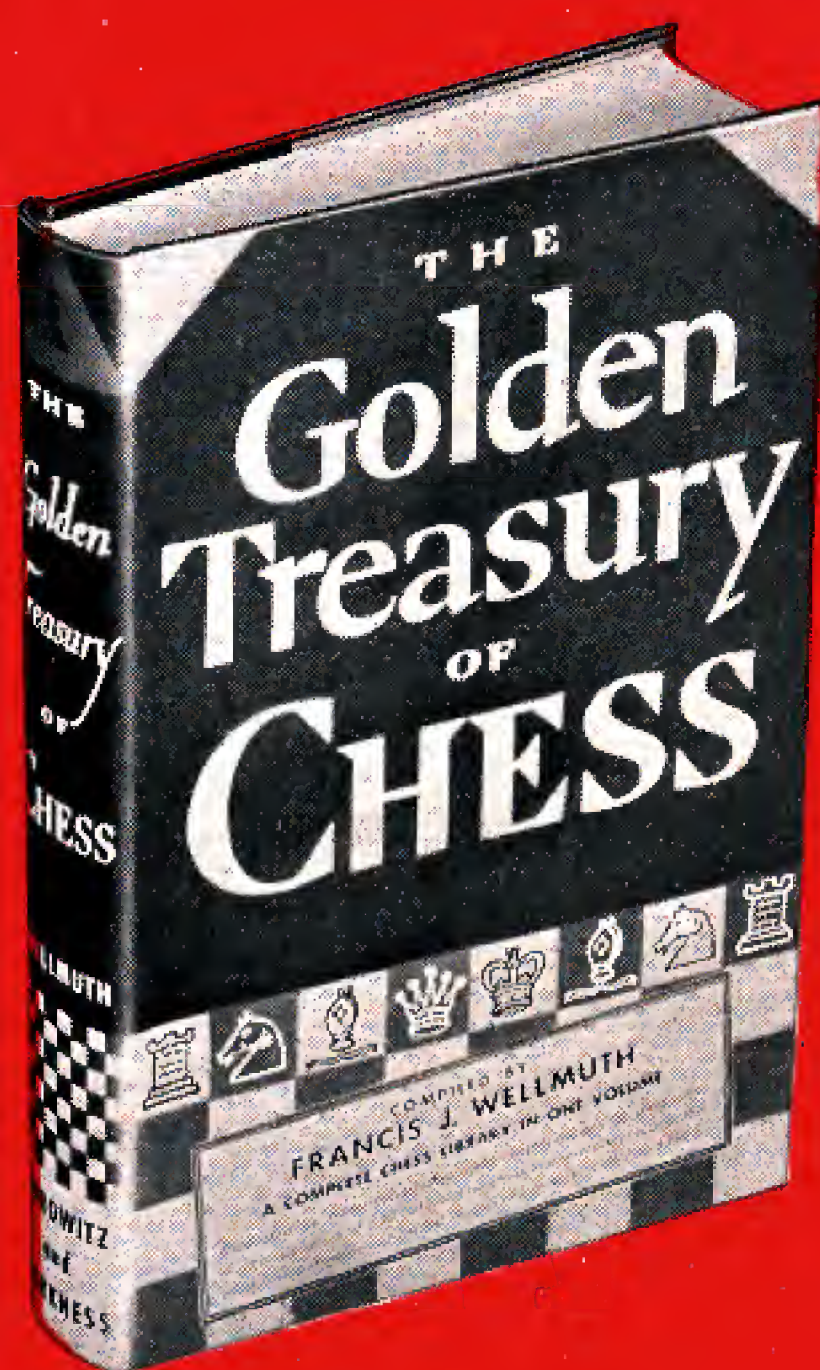
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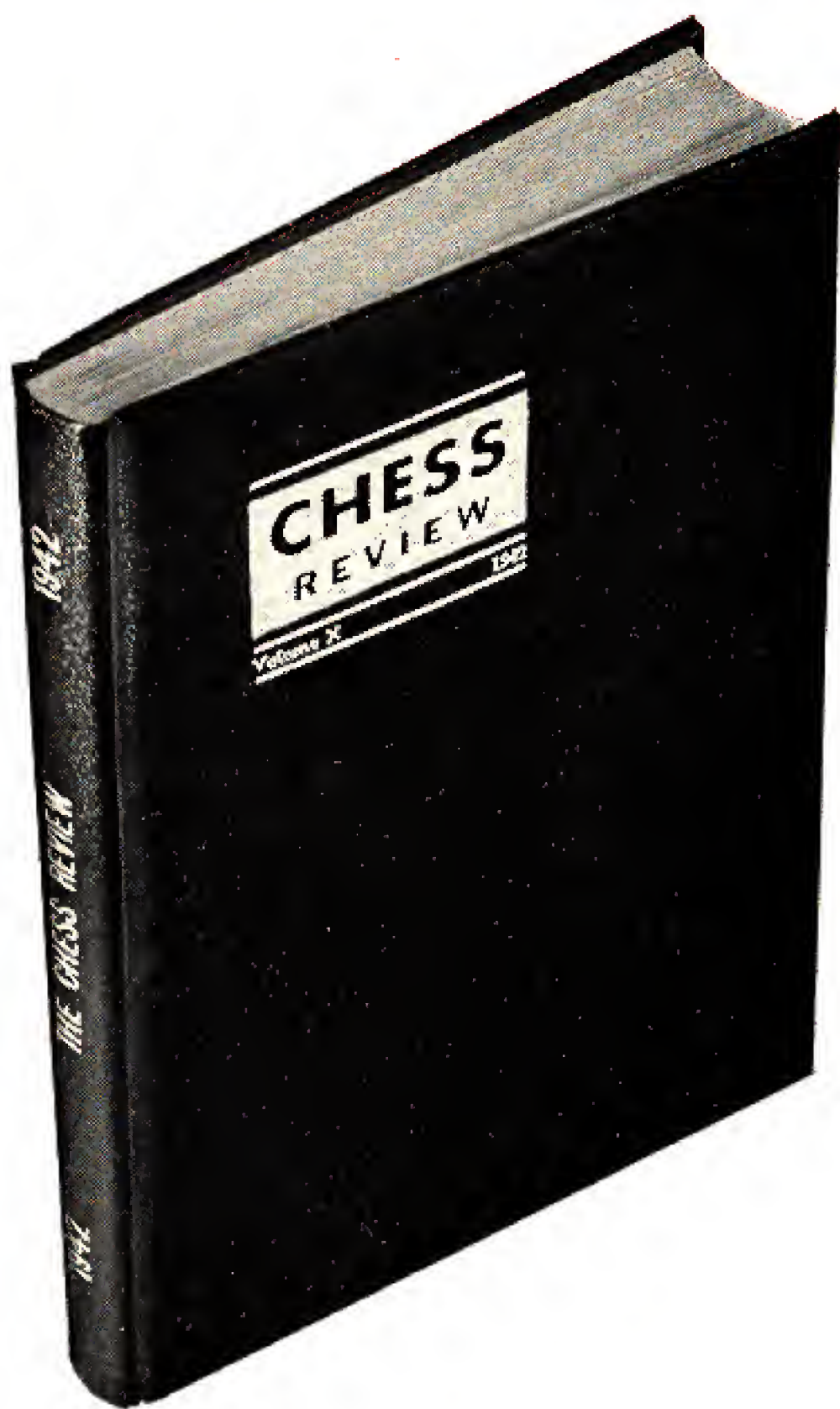


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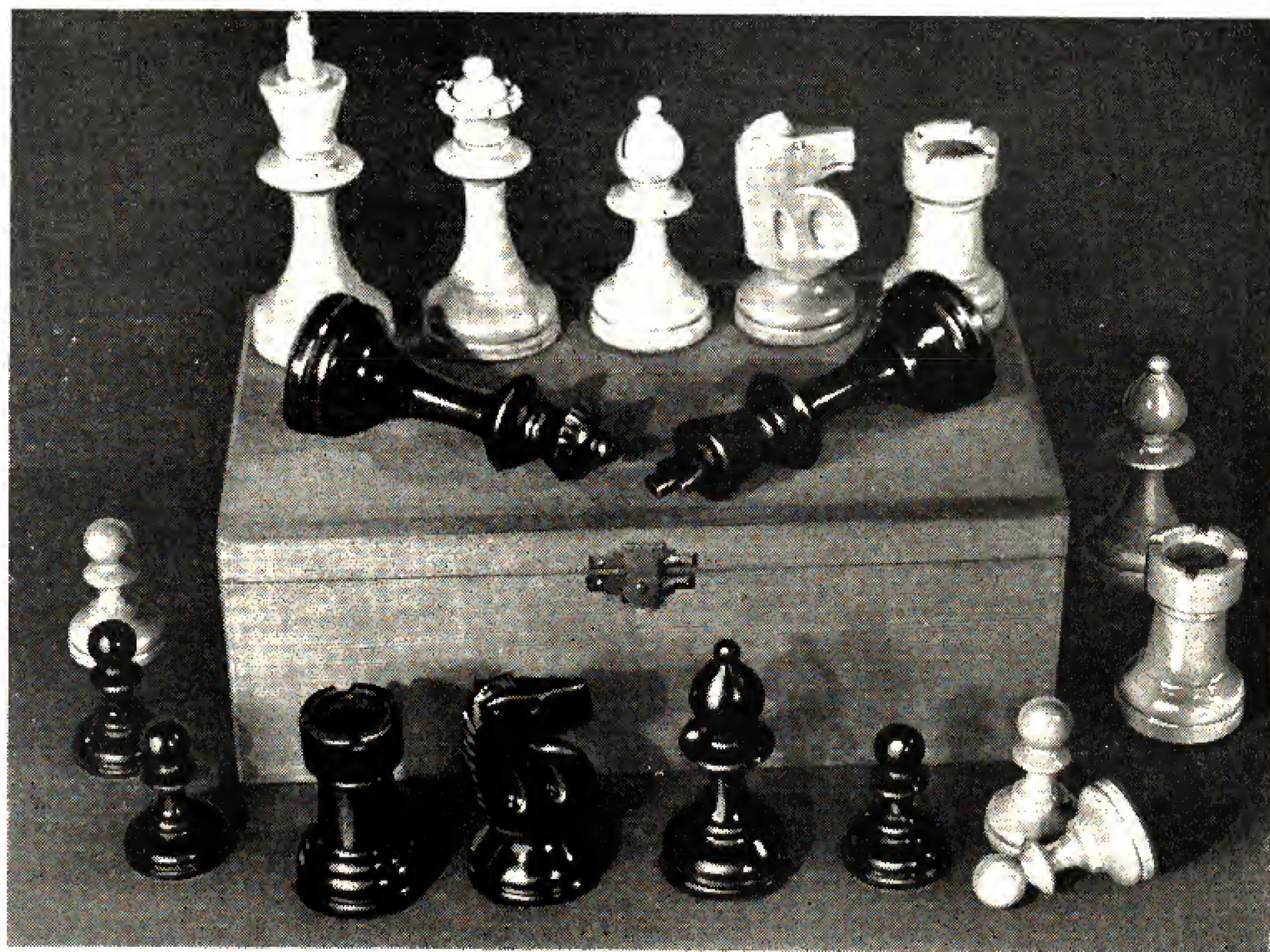
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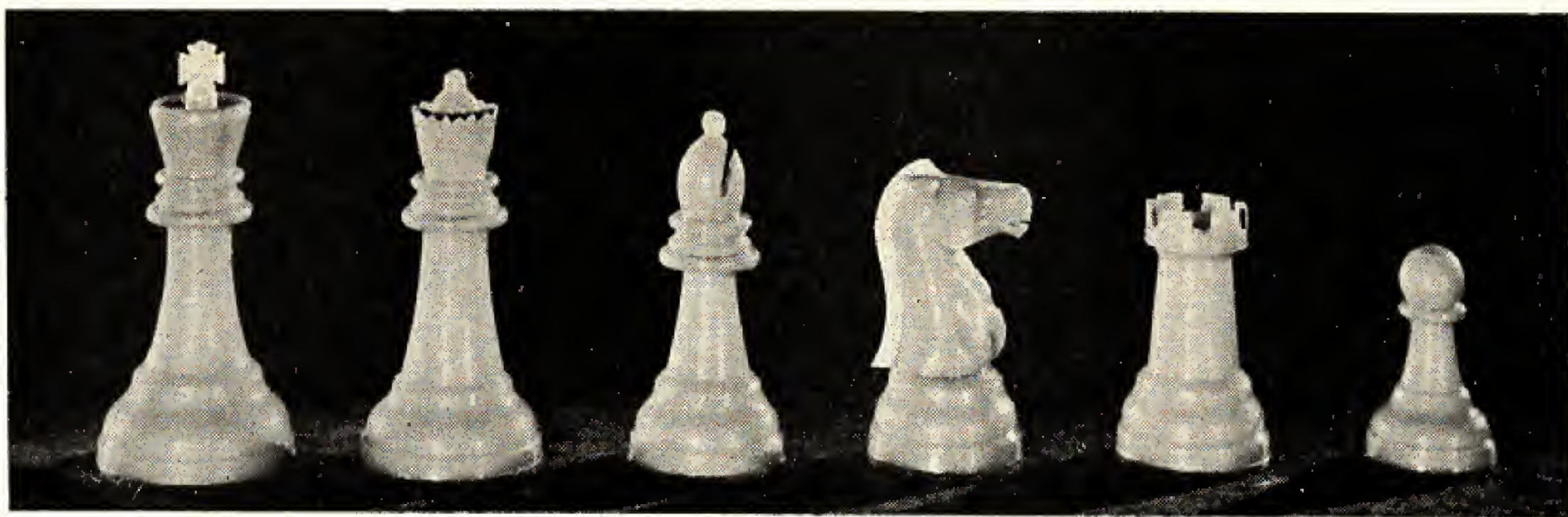
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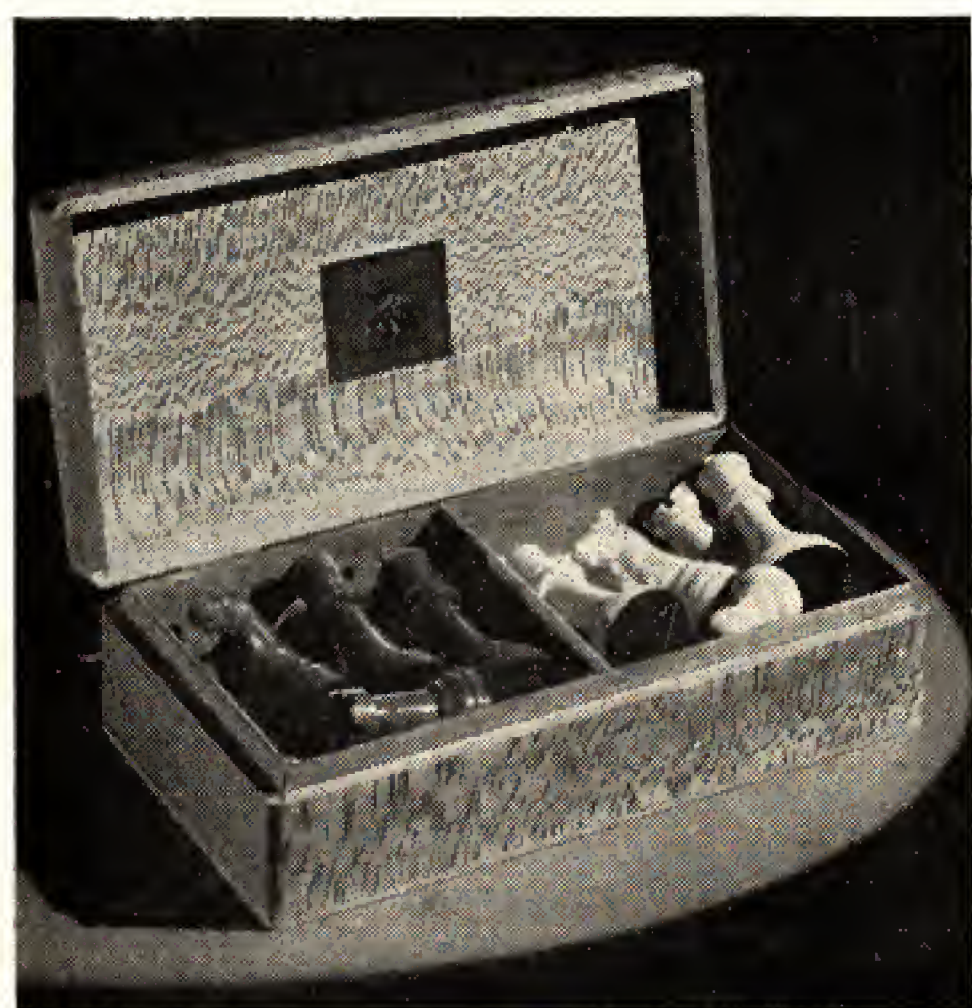
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Vol. 11, No. 7 Aug.-Sept., 1943

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LETTERS

Readers are Invited to Use these Columns for Their Comments on Matters of Interest to Chess Players

DOESN'T LIKE

Sirs:

Have I received a subscription
to a chess magazine or are you
now confining your efforts to a
new illustrated monthly?

I have waded through your
last issues in search of master
games and have found, with the
exception of those in your
"Chess Traps and Thrillers" de-
partment, just three.

Three games. Hidden in 120
pages of photos, beginners in-
structions, problems, selected
letters of praise and **varied**
brands of **tripe**.

I do not like picture maga-
zines. When I pick up a **periodi-**
cal I want to do more than look
at pictures, and this particularly
applies to chess magazines.

R. J. CAMPBELL
New Haven, Conn.

LIKES

Sirs:

I would like to add my few
words of praise to the many you
have already received regarding
your magazine. It is a source of
splendid entertainment and **re-**
creation. Your recent instructive
articles are very **enlightening**. I
like particularly your photo-
graphs of masters at play, as in
your issue dealing with Chess in
Russia. These photographs make
otherwise legendary figures come
closer and become more realistic
and their games consequently
more interesting when published.

ARTHUR L. BOLDEN, M.D.
Philadelphia, Pa.

TOO MANY PICTURES

Sirs:

You're not doing right by the
men in the service!

I continue to peruse CHESS
REVIEW in the hope of seeing
it return to its meaty form of
other days—when it was less
concerned with flashy formats
and more with its true business:
analyses and games.

What would I suggest? More
end-game studies, more analyses
of openings, a little resuscita-
tion of old games that are still
full of interest, etc., and—above
all—fewer pictures. They are
indeed beautiful, (the series on
Chess in Russia was very good)
but when I eagerly snatch
CHESS REVIEW from the
hands of the sergeant at mail
call, I expect to find a chess

magazine, not a picture book.
PVT. DANIEL LEVINE
Camp Wolters, Texas

PHOTOS SWELL

Sirs:

The morale of each soldier is
an individual problem; in my
case prompt receipt of CHESS
REVIEW is a prime factor, and
although some of my non-chessic
friends snickered when I showed
them the rhapsodic declaration
of another CHESS REVIEW fan
(when he made an invidious
comparison between his idol and
Hedy Lamarr)—yet I am cer-
tainly on his side! Your mag
improves with each issue —
photos are swell, features mostly
excellent. Would appreciate
more foreign games, although I
realize they must be difficult to
obtain. Best feature for me is
Fine's Game of the Month.

SGT. BERNARD FRIEND
Camp Phillips, Kansas.

PICTURES FINE

Sirs:

Since subscribing to your mag-
azine almost a year ago, I have
found a new world of chess and
have improved my game 100 per-
cent.

Permit me to offer a few
words of praise for the good
work you are doing in bringing
up-to-the-minute chess news
from around the world. And the
pictures are fine, contributing to
the general good features of all-
round chess news coverage.

JOHN G. WARREN
Cambridge, Ill.

When master tournaments are
held, CHESS REVIEW covers
the events thoroughly, publishes
the best games. That the scores
of only a few master games ap-
peared in the March, April and
May issues was merely due to
the fact that no tournaments
were held in the U. S., that
foreign scores were scarce. Old
games appear in Play the Mas-
ters, Chess Thrillers, Chess Mov-
ies, Fine's new series The Great
Masterpieces of Chess.

Readers who do not like pic-
tures and who dismiss as "tripe"
the material intended for begin-
ners and average players should
realize that CHESS REVIEW is
not published for the sole benefit
of experts.—Ed.

LETTERS

(continued)

The following letter was received in response to our request for a brief sketch of the writer's chess career, for publication in the Postal Chess department. See Page 261.—Ed.

REMINISCENCES

Sirs:

My chess career? There wasn't any since it was cut down in its prime by what the cartoonist calls: the darkest moment of my life.

It was in the days of the International Chess Congress 1910 at Hamburg. I was about twelve years old and quite an expert, beating experienced players and playing easily blindfolded. My father was not too happy about my precocious talent. He was afraid I'd professionalize in chess. If only he had known that I would professionalize in music! he might have agreed with the smaller evil. . . He strictly forbade me to play blindfolded.

I remember the tournament vividly: the breakdown of Tarrasch; the rise of Alekhine, whose participation had been at-

tacked from nationalistic German quarters for "such an unimportant foreign player being admitted at the expense of great German masters"; the steadiness of the winner Schlechter and his Virginia Cigars; Leonhard beaten by a surprising mate in a winning position throwing all the chessmen on the floor; and the British master Yates licking Tarrasch after the latter publicly criticized the participation of "such a second-class player."

I spent every day at the tourney. So did my older sister, who was quite crazy about Frank Marshall because he looked like her favorite poet Friedrich von Schiller (wonder if he knows it!) . . . I bragged that I could play blindfolded and an exhibition was quickly arranged during an intermission. . . My sister entered the hall. She grasped the situation, and in her sisterly love picturing me in the future insane and with empty pockets—as Daddy had warned—she rushed up to my rostrum of fame and begged me to stop. I refused. . . She brought the Dutch chess master Speyer, a friend of our family. He told the amused audience of the instructions of my father and took

me by the ear out of the room. . .

I did not touch a chess board for 20 years. I would never have touched one had it not been for my stay in Russia, whither I fled from Hitler's underlings. . . But you can't help playing chess in Russia; everybody does it. And a good game they play, too! When you sit on a bench in the park and some schoolboy joins you with the inevitable chessboard and invites you to a game, you have to pull all your brain together, otherwise he'll beat the hell out of you.

Chess in the train; chess on river boats; chess in airplanes; chess in the army, in schools, in factories. . . The outstanding musicians like Shostakovich, Kabalevsky, Schechter, Biely are outstanding chess players too. It was easier to get them for a game of chess than for playing chamber music. . .

I am glad to be in U.S.A. now and forever. With regard to chess I like to say that in no country of the world I saw a chess magazine with such a universality in contents as CHESS REVIEW. Nowhere in the world, also, I met such a highly developed and cleverly managed correspondence chess.

DR. HERMAN REICHENBACH
Fredericksburg, Md.

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*Christmas gifts for Army personnel overseas require no written request provided they are mailed between Sept. 15th and Oct. 15th and marked "Christmas parcel." Christmas gifts for Navy and Marine Corps personnel should be mailed between Sept. 15th and Nov. 1st.



WAR AND CHESS

Sirs:

I am rapidly wearing out the seat of my pants in coping with the strategy, tactics and diplomacy of this damned war. However, when the complexities of the situation baffle me, and I feel the urge to compose my mind, I resort to a solo performance of a recorded chess masterpiece, where the shallow, selfish politicians and asinine diplomats do not obscure my vision nor hamper the objective. I advisedly recommend that all advanced and informed soldiers master the game of chess.

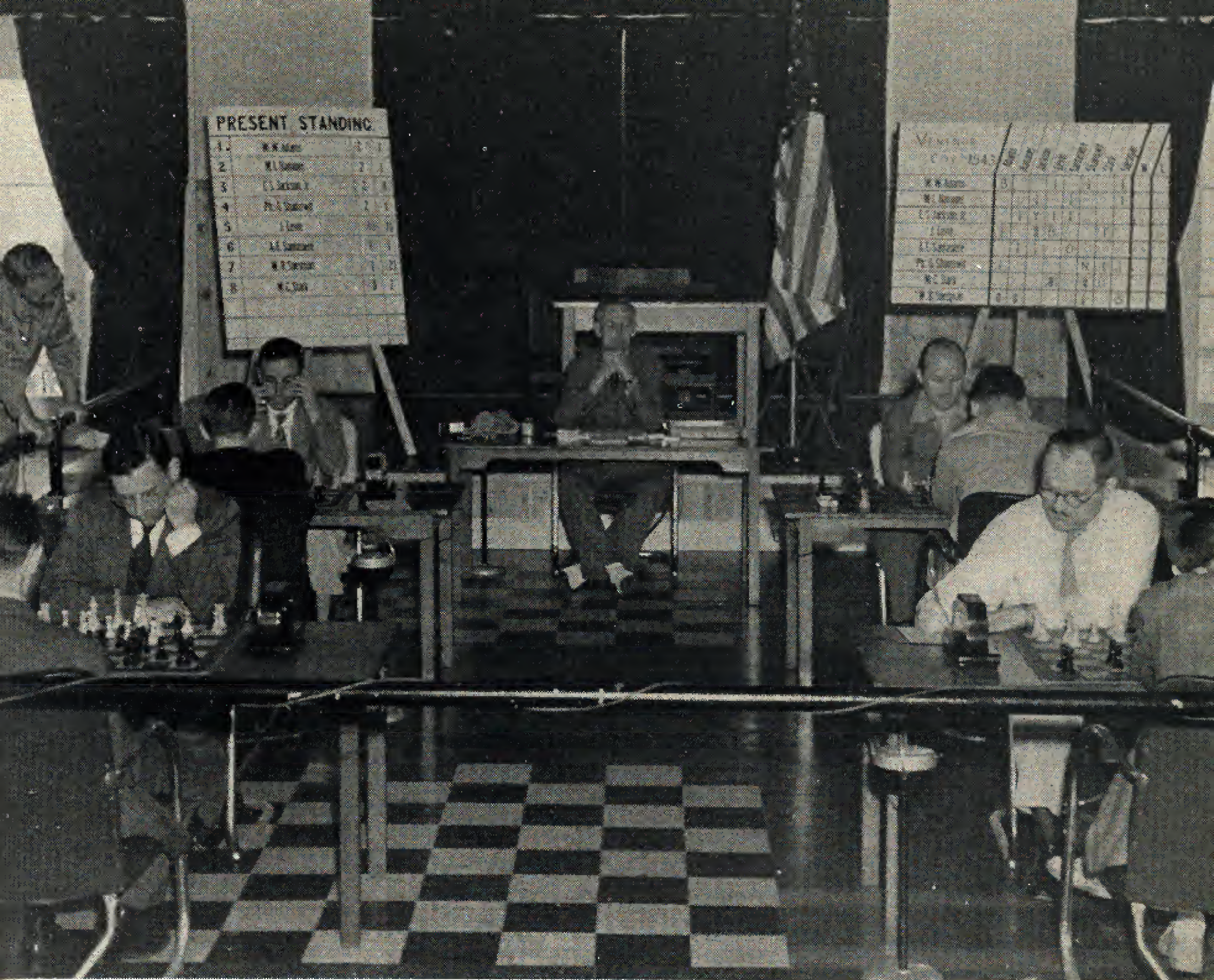
MICHAEL J. GERSONI
Chichester, N. Y.

BAD MOVES

Sirs:

I received my first copy of **CHESS REVIEW** two or three weeks ago, and was extremely pleased. The feature which attracted my attention more than any other was your "Play the Masters." In working it out, however, I came to the conclusion that I would make a better score if you arranged it so that you have to figure out the bad moves, rather than the winning ones.

WILLIAM H. WATTS
Milwaukee, Wis.



The fourth round of the Ventnor City Tourney gets under way with four players bunched at the top. With sea breezes wafting through the open windows, the contestants fill up with ozone as they play in the auditorium on the Municipal Pier. Left to right are Suesman, Levin, Adams, Santasiere, Director R. W. Wayne, Hanauer, Shainswit, Jackson, Stark.

Santasiere, Shainswit Tie at Ventnor

By Kenneth Harkness

New York's ANTHONY E. SANTASIERE and Pfc. GEORGE SHAINSWIT of the Army Medical Corps shared the winning honors at the fifth annual Ventnor City Invitation Tournament, held on the Municipal Pier of the New Jersey resort from July 5th to 11th. New England Champion WEAVER W. ADAMS finished a close third.

The final standings were as follows:

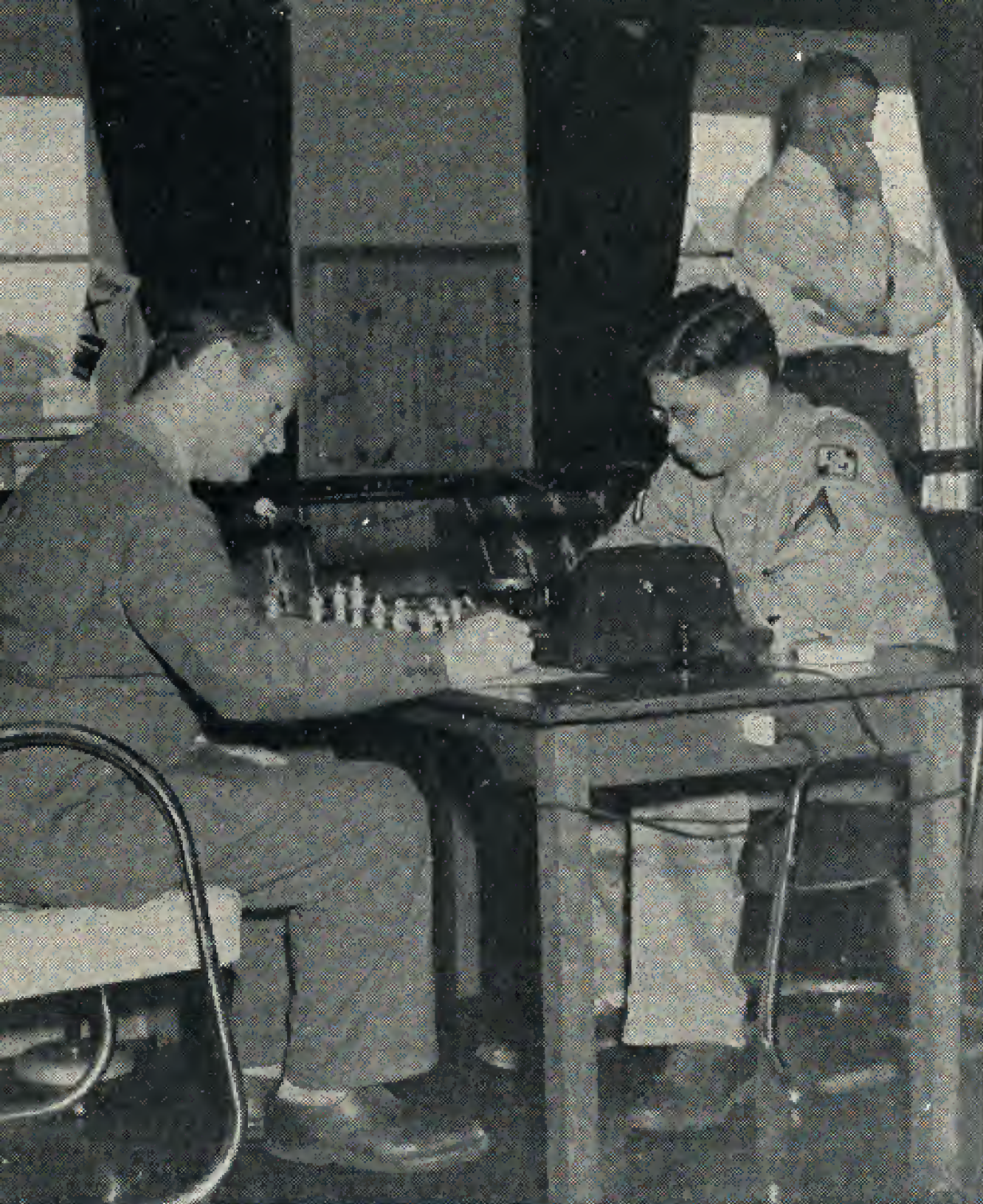
| | W | L | D | Score |
|--------------------|---|---|---|-------|
| A. E. Santasiere | 2 | 0 | 5 | 4½-2½ |
| Pfc. G. Shainswit | 3 | 1 | 3 | 4½-2½ |
| W. W. Adams | 3 | 2 | 2 | 4-3 |
| M. H. Hanauer | 1 | 1 | 5 | 3½-3½ |
| E. S. Jackson, Jr. | 2 | 3 | 2 | 3-4 |
| J. Levin | 1 | 2 | 4 | 3-4 |
| M. L. Stark | 2 | 3 | 2 | 3-4 |
| W. B. Suesman | 1 | 3 | 3 | 2½-4½ |

Although Marshall Chess Club Champion Santasiere is a staunch advocate of brilliant, sacrificial chess (see CHESS REVIEW, April 1943), he achieved success in this tourney by avoiding losses rather than by winning games. Oddly enough, he scored his only wins from Shainswit and Adams, drew with the rest of the field.

Shainswit's loss to Santasiere cost him undisputed possession of first place. The popular young representative of the U. S. Army (see Front Cover) belied his onetime reputation as a "drawing master." Playing vigorous and forceful chess, Shainswit defeated Jackson, Levin and Stark, drew with Adams, Hanauer and Suesman, but was unable to hold Santasiere. As one of the leading players of New York's Manhattan Chess Club, Shainswit has long been recognized as a skillful adroit technician of the chessboard. His performance at Ventnor this year shows that he is also beginning to acquire the will to win. With the development of a more offensive style of play, he may go far in future competition.

ADAMS WINS BRILLIANCY PRIZE

Weaver Adams played his usual spectacular chess. The phlegmatic New Englander is a delightful study in contrasts. Seated at the chessboard, he gazes at the positions with solemn, sleepy concentration. Sometimes he turns his chair at right angles to the board and stares out of the window for a long time. On such occasions, unnerved opponents have been known to appeal to the referee for help.



Hanauer plays Shainswit in the fourth round. Now Hanauer is in uniform too.

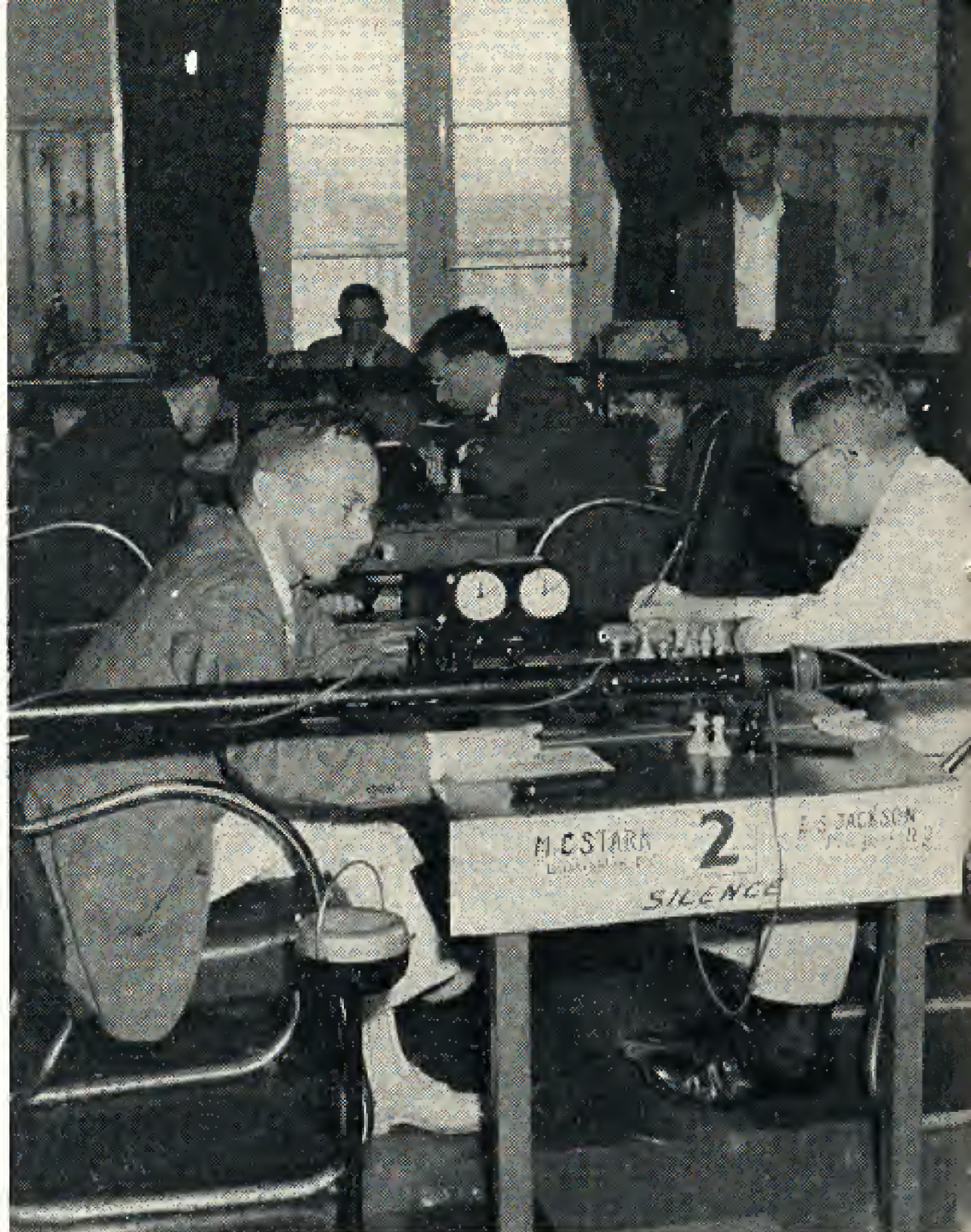
No matter what is happening on the chessboard, Adams appears calm and unperturbed. In time-pressure he leans back in his chair with nonchalant unconcern. He seldom looks at his opponent; in fact he is hardly aware of the person who moves the pieces opposite him. Adams plays chess by his own "system" and the opponent, as an individual, is of no consequence. He is quite likely to win from the top player of the tournament, lose to the tail-ender.

But with all his foibles, Weaver Adams consistently produces sparkling masterpieces of the chessboard. He is usually on the winning or losing end of the Brilliancy Prize game. At Ventnor this year he won the coveted prize for his game with Suesman (See Game of the Month, page 234) and his loss to Stark was awarded the Best-Played Game Prize.

Adams made chess history at Ventnor by publicly abandoning his beloved Bishop's Opening. For years he has played this opening whenever he was given the opportunity. He has now switched to the Vienna Game, with better results. Adams is now living in New York, doing engineering work at a war plant and getting lots of chess practice at the Manhattan Chess Club. If Weaver keeps on perfecting his system he may finish at the top. Watch him in his next tournament.

PLAYERS CLOSELY MATCHED

As indicated by the scores, the contest was close. Milton H. Hanauer who was inducted into the Army at the close of the tourney, finished in fourth place with $3\frac{1}{2}$ - $3\frac{1}{2}$. National Amateur Champion E. Schuyler Jackson, Jr., Philadelphia's Jacob Levin and Washington's Martin B. Stark were bunched together with 3-4 each, followed by Chess Columnist W. B. Suesman, of Providence, R. I., with $2\frac{1}{2}$ - $4\frac{1}{2}$.



Stark and Jackson were newcomers at Ventnor. Both made a good showing.

Hanauer was near the top until he was knocked out of the running by Adams in the final round. Jackson started well, played some brilliant chess, but faltered in the later rounds. Levin suffered from time-trouble but, as usual, proved to be a hard man to beat. In time-pressure against Hanauer in the semi-final round he found the right moves in a difficult position, drew the game. Again in the final round, he played a well-earned draw against Santasiere. Martin Stark of the Washington Chess Divan started badly, finished strong, won the Best-Played Game prize. Suesman missed plenty of opportunities, still needs experience.

CITY PROMISES SUPPORT

The Ventnor Tourney was made possible this year by the donations of private individuals, the city having withdrawn its financial support. However, at the prize-awarding ceremonies Mayor Harry B. Hodson promised funds for future contests. Tournament Director Richard W. Wayne worked wonders in raising money, conducted the event with his usual efficiency. The use of the pier auditorium was donated by the city and the tourney was held without costing a penny in expenses. The entire prize fund went to the players. In democratic fashion, they voted to distribute the cash in proportion to the points scored. A last-minute donation of \$50 was ear-marked for first prize so that Shainswit and Santasiere each received \$25 in addition to point money. The response by chess patrons was extremely gratifying and the players actually received more for their efforts than ever before.

The Brilliancy and Best-Played Game prizes were donated by the Washington (D.C.) Chess Divan and the games receiving these awards were selected by Reuben Fine.

Games from Ventnor City Tourney

RUY LOPEZ

An enterprising sacrifice by White . . . Black misses the winning line . . . Voila!

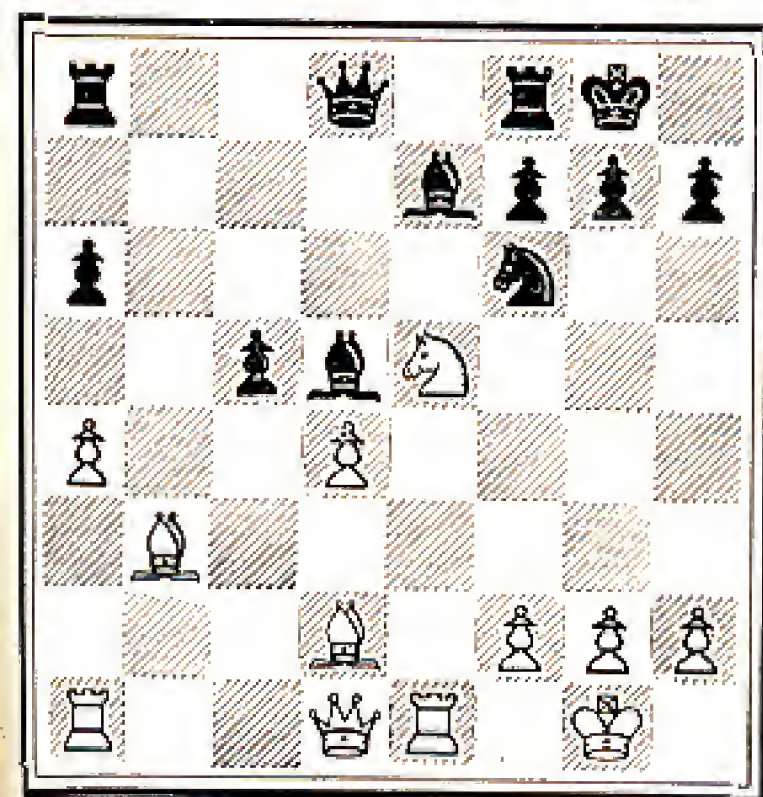
| Jackson White | Levin Black |
|------------------|----------------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |
| 5 O-O | B-K2 |
| 6 R-K1 | P-QKt4 |
| 7 B-Kt3 | P-Q3 |
| 8 P-B3 | O-O |
| 9 P-QR4 | P-Kt5 |
| 10 P-Q4 | PxBP |
| 11 PxBP | PxP |
| 12 PxP | P-Q4 |
| 13 Kt-K5 | |

Certainly 13 P-K5 would give a more lasting bind. The idea of the text move is that 13 . . . KtxKt? would be a mistake: 14 PxKt, KtxP; 15 BxP and wins. But the threat 14 KtxKt is simply met, and White is then compelled to dissolve the center pawns.

| | |
|------------|---------|
| 13 | Kt-QKt5 |
| 14 PxP | B-Kt2 |
| 15 Kt-QB3 | Kt(5)xP |
| 16 B-Q2 | |

Black has achieved at least equality. With his next move he gets rid of his QBP, which is at least as weak as White's QP.

| | |
|------------|------|
| 16 | P-B4 |
| 17 KtxKt | BxKt |



| | |
|--------|------|
| 18 PxP | |
|--------|------|

Sacrificing a whole piece for a speculative attack that should not win.

| | |
|------------|------|
| 18 | BxB |
| 19 QxB | QxB |
| 20 QR-Q1 | Q-B5 |

Black probably had expectations of winning this game. Safer for mere defense was 20 . . . Q-Kt4, so as to be able to go later to KR4. The text move gives White a welcome tempo to make a loop-hole for his king.

| | |
|----------|-------|
| 21 P-Kt3 | Q-B4 |
| 22 KtxP | RxKt |
| 23 RxB | Kt-K5 |

As pointed out by Fine, 23 . . . Kt-Kt5 is the correct move. The threat of mate puts White on the defensive. After 23 . . . Kt-Kt5; 24 P-B4 is bad because of 24 . . . QxPch and any other move permits the aggressive and consolidating 24 . . . Kt-K4, when the extra piece will tell.

| | |
|----------|-------|
| 24 P-B6! | QxPch |
| 25 K-R1 | Kt-B4 |
| 26 Q-Q5 | R-KB1 |

Now the game is lost. He could still have drawn by 26 . . . Q-B6ch; 27 QxQ, RxQ. Then 28 R-Q5, K-B1! The best line for White seems to be 28 P-B7, R-QB1; 29 R-Q8ch, R-B1; 30 R-Q5, Kt-K5! 31 R-Q7, Kt-B3; 32 RxPch, K-R; 33 QR-K7, QR-K1 draws.

| | |
|----------|-------|
| 27 P-B7! | Kt-K5 |
| 28 RxR | QxR |
| 29 QxQch | KxQ |
| 30 R-Q8 | Kt-Q3 |
| 31 RxKt | K-K2 |
| 32 RxP | R-B1 |
| 33 R-QB6 | K-Q2 |
| 34 R-B2 | RxP |
| 35 RxRch | KxR |

and White won.

FRENCH DEFENSE

An odd opening battle between King-side pawns.

Weaver Adams Milton Hanauer

| White | Black |
|----------|--------|
| 1 P-K4 | P-K3 |
| 2 P-Q4 | P-Q4 |
| 3 Kt-QB3 | B-Kt5 |
| 4 P-K5 | P-QB4 |
| 5 P-QR3 | BxKtch |
| 6 PxP | Kt-K2 |
| 7 Q-Kt4 | Kt-B4 |
| 8 B-Q3 | P-KR4 |
| 9 Q-R3 | Kt-B3 |
| 10 Kt-K2 | PxP |
| 11 BxKt | PxB |
| 12 PxP | P-KKt4 |

A double-edged advance. Black is naturally anxious to keep the White knight from occupying KB4, but now the question arises whether the advanced pawns can be maintained.

| | |
|---------|------|
| 13 Q-K3 | P-B5 |
| 14 Q-Q3 | P-R5 |

Necessary to prevent 15 P-KR4, which would break up the pawn mass.

| | |
|----------|-------|
| 15 P-R3 | B-K3 |
| 16 P-Kt3 | RPxP |
| 17 PxP | PxP |
| 18 QxP | P-Kt5 |
| 19 P-KR4 | |

Now the White KRP is more of a menace than the Black KKtP.

| | |
|------------|--------|
| 19 | Q-Kt3 |
| 20 P-B3 | O-O-O |
| 21 Q-Q3 | QR-Kt1 |

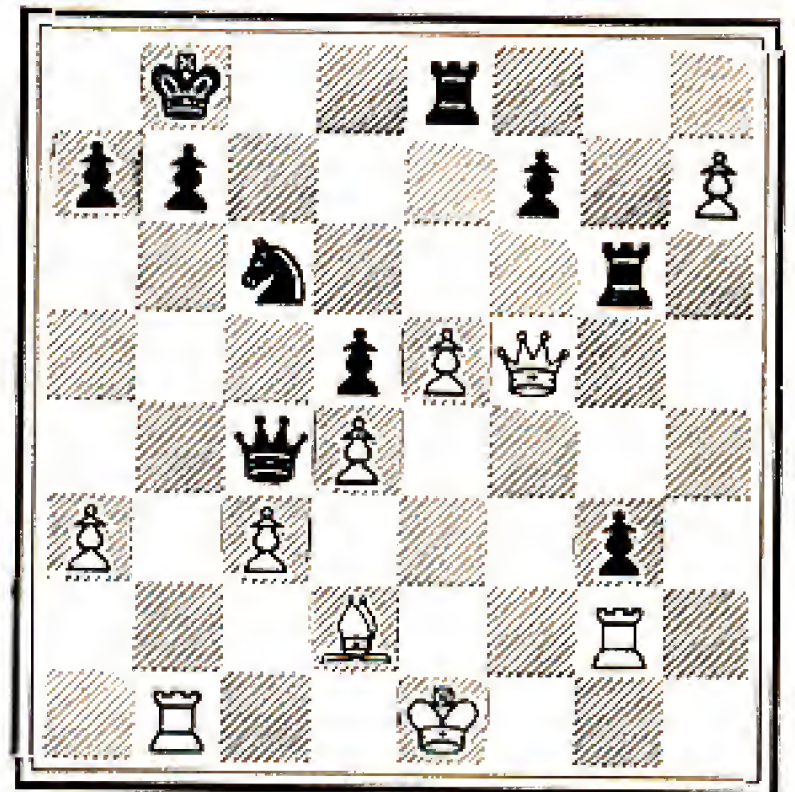
The White king is curiously unassailable. If Black could ever play P-B3 to open a file, he would have

strong counter play. But 21 . . . QR-B1 is met by 22 B-Kt5.

| | |
|-----------|-------|
| 22 P-R5 | Kt-K2 |
| 23 Kt-Kt3 | R-Kt2 |
| 24 R-KR2 | Q-B3 |
| 25 R-Kt1 | Q-B5 |
| 26 Q-B2 | Kt-B3 |

Threatening 27 . . . KtxQP.

| | |
|-----------|----------|
| 27 Kt-B5 | BxKt |
| 28 QxBch | K-Kt1 |
| 29 B-Q2 | P-Kt6 |
| 30 R-KKt2 | R(1)-Kt1 |
| 31 P-R6 | R-Kt3 |
| 32 P-R7 | R-K1 |



32 . . . R-KB1 is no better. The text move sets a trap: 33 QxP, RxPch; 34 PxR, Q-K5ch and (says Adams) White cannot escape perpetual check.

| | |
|------------|---------|
| 33 RxPch! | KxR |
| 34 QxPch | R-K2 |
| 35 QxR | KtxKP |
| 36 PxKt | RxPch |
| 37 K-Q1 | Q-B8ch |
| 38 K-B2 | QxR |
| 39 Q-Kt7ch | K-B3 |
| 40 QxR | Resigns |

QUEEN'S GAMBIT DECLINED

White tries to balance three jugs and the burden is too great.

| Stark White | Shainswit Black |
|----------------|--------------------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-KB3 | P-Q4 |
| 4 Kt-B3 | QKt-Q2 |
| 5 PxP | PxP |
| 6 B-B4 | P-B3 |
| 7 P-K3 | B-K2 |
| 8 B-Q3 | O-O |
| 9 Q-B2 | R-K1 |
| 10 O-O | Kt-B1 |
| 11 P-KR3 | Kt-Kt3 |
| 12 B-R2 | B-Q3 |
| 13 BxB | QxB |
| 14 P-R3 | |

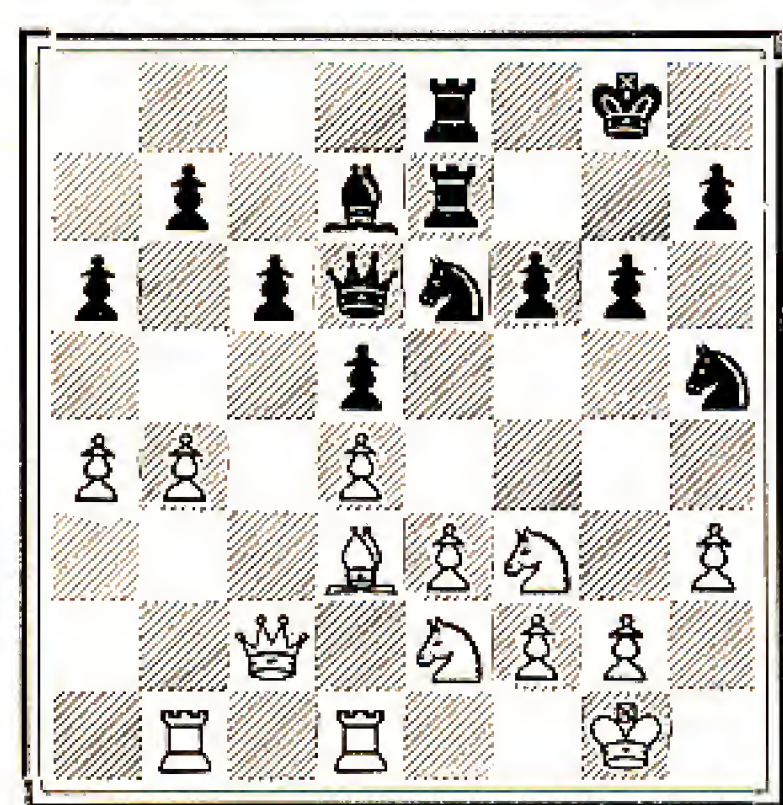
Commencing the "minority attack." This attack is very difficult to meet and the defense that leads to the present position is considered inferior for Black.

| | |
|------------|------|
| 14 | B-Q2 |
| 15 KR-Q1 | R-K2 |

16 QR-B1 QR-K1
 17 Kt-KKt5
 A mysterious move. Indicated
 was 17 P-QKt4.
 17 Kt-B1
 18 P-QKt4 P-QR3
 19 P-QR4 P-KKt3
 20 Kt-K2

Having achieved the ideal position for the break 20 P-Kt5, White now abandons the whole idea and commences play on the other wing.

20 Kt-R4
 21 Kt-KB3 P-B3
 22 R-Kt1 Kt-K3



23 P-Kt4
 White's idea becomes clearer — he wants to win on the king side too.

23 Kt(4)-Kt2
 24 Kt-Kt3 Kt-Kt4
 25 KtxKt PxKt
 26 P-K4

And now White wants to win in the center too. But the burden of attacking on three fronts becomes too much, and Black now takes charge.

26 PxP
 27 KtxP Q-B5
 28 R-K1 P-KR4

Winning at least a pawn, 29 PxP, BxP would be hopeless for White.

29 Q-K2 PxP
 30 Q-K3 K-B1
 31 QxQ PxQ
 32 K-B1

White has to extricate his knight from the pin at once. If 32 PxP, BxP; 33 K-B1? B-R6ch; 34 K-Kt1, P-B6 and the mating threats will win at least a piece.

32 PxP
 33 Kt-Q6 P-R7!
 Resigns

CATALAN SYSTEM

Black's inferior opening costs a pawn and he never recovers.

| Shainswit | Levin |
|-----------|--------|
| White | Black |
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 P-KKt3 | P-Q4 |
| 4 B-Kt2 | B-K2 |
| 5 Kt-KB3 | PxP |

6 Q-R4ch QKt-Q2
 7 O-O O-O
 8 QxBP P-B4
 9 PxP KtxP
 10 Kt-B3 P-QR3
 11 P-QKt4 P-QKt4
 12 Q-Q4 Kt-Kt2

The fact that Black has to make this awkward retreat discredits his whole opening system. If 12 . . . Kt(4)-Q2, 13 Kt-K5 followed by 14 Kt-B6 wins the exchange.

13 P-QR3 Kt-Q2
 14 Kt-K4 Kt-Kt3
 15 B-Kt2 QxQ
 16 BxQ Kt-B5
 17 Kt-K5 KtxKt
 18 BxKt P-B3
 19 B-B7 B-Q2
 20 QR-Q1 B-B3

Losing a pawn and the game. 20 . . . B-B1 would have avoided the immediate loss but could not have sufficed in the long run.

21 KtxPch BxKt
 22 BxB QR-B1
 23 R-Q7 R-B2
 24 BxKt RxR
 25 BxR RxB
 26 BxPch K-B1
 27 R-Kt1 R-B7
 28 P-K3 B-Kt7
 29 B-B5 R-B8ch
 30 RxR BxR
 31 B-B8! BxRP
 32 BxP BxP
 33 BxP K-K2
 34 B-Q3 P-R3
 35 P-B4 K-B3
 36 K-B2 P-Kt4
 37 K-B3 PxP
 38 KtPxP B-Q3
 39 K-Kt4 B-B4
 40 P-K4 B-K6

Black resigned at his 50th turn.

ALEKHINE'S DEFENSE

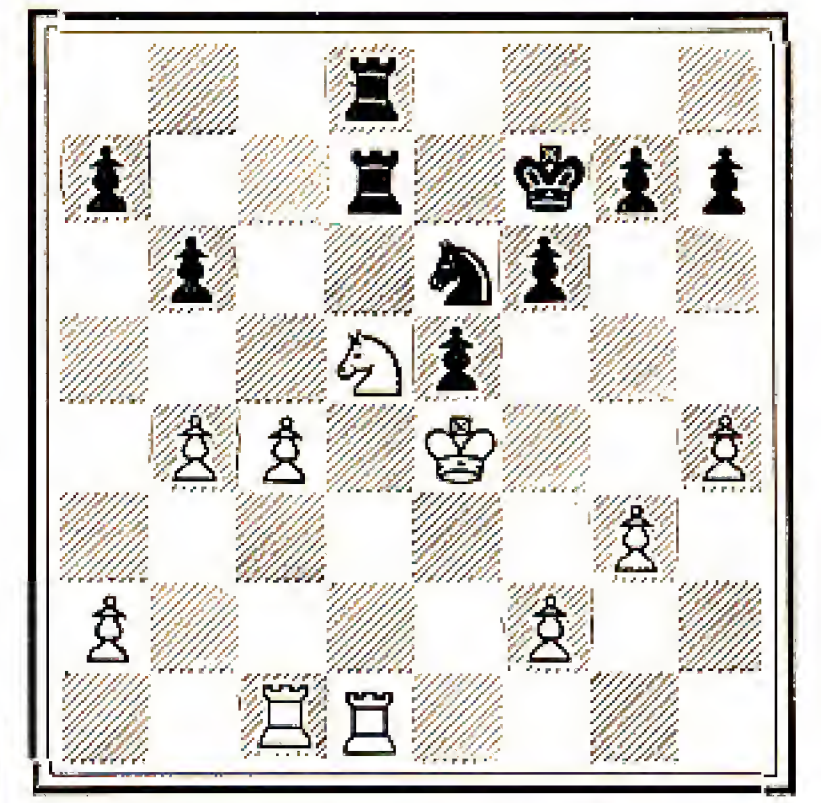
Black fails to mobilize his King-side pawn majority while White advances his Queen-side majority.

| Santasieri | Shainswit |
|------------|-----------|
| White | Black |
| 1 P-K4 | Kt-KB3 |
| 2 P-K5 | Kt-Q4 |
| 3 P-QB4 | Kt-Kt3 |
| 4 P-QKt3 | P-QB4 |
| 5 B-Kt2 | Kt-B3 |
| 6 Kt-KB3 | P-Q4 |
| 7 PxP e.p. | QxP |
| 8 P-Q4 | PxP |
| 9 KtxP | KtxKt |
| 10 QxKt | QxQ |
| 11 BxQ | Kt-Q2 |
| 12 B-K2 | P-K4 |
| 13 B-Kt2 | P-QKt3 |
| 14 B-KB3 | R-QKt1 |
| 15 B-B6 | B-Kt2 |

So that if 16 BxKtch, KxB; 17 BxP? R-K1 wins.

16 BxB RxB
 17 K-K2 P-B3
 18 Kt-B3 Kt-B4
 19 QR-Q1 Kt-K3

20 Kt-Q5 B-B4
 21 P-QKt4 B-Q5
 22 BxB KtxBch
 23 K-Q3 Kt-K3
 Directed against 24 P-B4 which would isolate the Black KP.
 24 P-KR4 K-B2
 25 K-K4 R-QB1
 26 R-QB1 R-Q2
 27 KR-Q1 R(1)-Q1
 28 P-Kt3 Kt-Q5



Here Black misses his best chance to get his king-side majority into motion. 28 . . . P-Kt3! would set White a problem how to continue. Black threatens in some contingencies to drive back the king by P-B4ch, for if White then ventures KxKP Black will move R-K1. Then Black will undermine the position of the White Kt by P-QKt4, threatening to win it eventually by Kt-B2ch.

29 P-Kt4 P-QKt4
 30 Kt-K3 PxP
 31 RxP Kt-K3
 32 RxRch RxR
 33 Kt-Q5

Black's play, relieving the tension, has left this knight impregnable and paved the way for the advance of White's pawn majority.

33 R-Q3
 34 P-QKt5 R-Q2
 35 P-R4 Kt-Q1
 36 R-B7 K-K3
 37 RxR KxR
 38 P-B4 PxP
 39 KtxP P-Kt3
 40 K-Q5 P-Kt4
 41 PxP PxP
 42 Kt-Q3 K-B2
 43 Kt-K5 K-Kt2
 44 K-Q6 K-B1

Else 45 K-Q7 winning the knight. 45 K-Q5 K-B2?

45 . . . K-Kt2 was imperative.
 46 Kt-B6 Kt-B2
 47 KtxP Kt-R3
 48 K-B5 KtxP
 49 P-Kt6ch K-Kt2
 50 K-Kt5 Kt-B3
 51 P-R5 Kt-Q4
 52 P-R6ch K-R1
 53 Kt-B6 KtxP

Otherwise follows 54 P-Kt7 mate.
 54 KxKt P-Kt5
 55 Kt-Q4 P-Kt6
 56 Kt-K6 Resigns

CHESS NEWS OF THE MONTH

• MOSCOW

The 13th National Chess Tournament will be staged in Moscow in September. A training conference for the benefit of competitors was recently held in Moscow; among those taking part were Grandmasters Smyslov, Kotov and Lilienthal, Chessmasters Ragozin, Romanovsky, Alatortsev, Yudovich, Panov and Mikenas. The conference opened with a report by young Smyslov on the theoretical innovations noted at the recent Sverdlovsk tournament, followed by talks on openings and endings by Panov and Romanovsky.

Preparations are in progress at other chess centers for the coming championship tourney. Botvinnik and Flohr are expected to compete.

USSR Chess Champion Mikhail Botvinnik was recently interviewed by Correspondent Nikolai Grekov, made some interesting comments on the popularity and development of chess in the USSR in wartime. Apparently Botvinnik has been receiving the copies of CHESS REVIEW which have been mailed regularly to the USSR as he refers to "recent numbers of U. S. and English chess journals which convince us of the great interest displayed by chess-players of the United Nations in chess activities in the Soviet Union." He continues: "It was a pleasure to read that despite the war new books on chess have been published in the United States. I was especially interested in *My Fifty Years of Chess* by the famous United States veteran Frank James Marshall."

Botvinnik gives more details of the casualties among well-known Russian chessmasters. We quote from the interview:

"Tens of thousands of ardent chess fans are now fighting in the ranks of the Red Army. Chess long ago became a true people's game in the Soviet Union. In their rare hours of leisure at the front many Red Army men and commanders sit down to the chessboard. The game is especially popular in hospitals among wounded soldiers and officers. . . . The war has caused many losses among Soviet players. The talented young masters Sergei Belavenets, Joseph Rudakovsky and Lev Kaiyev have perished in battle for their country. Mark Stolberg, 18-year old Rostov master, is missing in action (See CHESS REVIEW, May 1943—Ed). A German bomb killed Alexander Ilyin-Zhenevsky, one of the old Russian masters. . . . Also among the missing are the masters Ilya Rabinovich and Nikolai Riumin.

"Other gifted players are taking the places of those who have gone. In the city championship tournament in Tashkent, 16-year old Mark Makov shared first and second prizes with Grandmaster Salo Flohr, who has become a Soviet citizen and is now residing in Tbilisi, capital of Georgia. Despite the war, chess has not died out in the Soviet Union. City championship meets are held regularly in Moscow. A match between the three Lithuanian masters—Tolush, Mikenas and Visantskis—ended in a victory for Tolush."

Unfortunately, CHESS REVIEW has been unable to obtain the scores of games played in important USSR tournaments since 1942. Our chess friends in the USSR are requested to furnish us with official tournament books if this is possible—especially the Moscow Championship of 1942 and Sverdlovsk, 1943.—Editor.

• NEW YORK

According to an announcement by L. Walter Stephens, Vice-President of the U. S. Chess Federation, the 2nd Annual National Amateur Chess Championship Tourney will be held during the first two weeks of November 1943 and the biennial U. S.

Championship Tourney during the first two weeks of March, 1944. Both events will be held in New York. The preliminaries will also be played in New York, starting about November 1st and February 22nd respectively.

To encourage the participation of players from various parts of the country, chess clubs or chess groups in Chicago, St. Louis, Boston, Washington, D. C., Philadelphia, Texas, Southeastern States and California may nominate a player for each tournament and these nominees will be seeded in the finals, will not be required to play in the preliminaries.

Efforts will be made to aid players from distant localities in obtaining free room and board while in New York.

The U. S. Women's Chess Championship Tournament will also be held in New York during the first two weeks of March, 1944. There will be no preliminaries for this event. The known women tournament players have all been seeded. Any other ladies who want to play will undoubtedly be welcome.

Entry fee and prizes in the U. S. Championship Tournament are not announced, will be released later. Guaranteed prizes in the Women's Tournament are \$50, \$25, \$15 and \$10 and the entry fee is \$5.

For further details write to L. Walter Stephens, 279 East 34th Street, Brooklyn, N. Y.

• SYRACUSE

At the end of the sixth round of the U. S. Open and N. Y. State Championship Tournament, I. A. Horowitz is leading with 5-0 and one adjourned game. Santasiere is second with 5-1, having drawn two games. Dr. Katz of Boston is third with 4½-1½. Sixteen players are taking part in a single round-robin tourney. The field is rather weak as the U. S. Chess Federation officials refused to seed famous masters who would have been willing to participate in a shorter tourney. The event will close on August 24th, will be reported in the October issue of CHESS REVIEW.

• FROM HERE AND THERE

A new Chess League has been formed in Columbus, Ohio, with six teams participating. . . . The first chess tournament of the Union League of the Deaf (711 8th Ave., NYC) ended this month; it was a handicap event among 20 participants, was won by David Hecht with J. Font and J. Mendelsohn dividing 2nd and 3rd prizes. . . . Four Russian sailors of the Soviet Merchant Marine lost a friendly match against members of the Staten Island Chess Club at 57 Bay St., St. George, S. I. The match was arranged by Dr. A. Buschke, Club President, with the cooperation of the Soviet Consulate General of New York. . . . Against a field of 12 players, 15-year old Arturo Colon won a recent tournament at the San Juan (P. R.) Chess Club; his 24-year old brother, Miguel Colon, won the City of San Juan chess championship in a quadrangular tourney. . . . The New England Championship Tourney will be held at the Boston City Club, 14 Somerset Street, Boston September 3-6; write the club for details. . . . On July 8th Reuben Fine gave a simultaneous exhibition at the Washington (DC) Chess Divan. . . . Elbert A. Wagner, Jr. Chess Editor of the Chicago Sun opposed 25 players in a simultaneous exhibition at the Austin Chess and Checker Club at Austin Town Hall on June 17th. . . . A new chess prodigy has shown up in Spain; at the age of 11, Arturo Pomar won the championship of the Balearic Islands, then competed in the Spanish Championship tourney, qualified for the finals. According to reports from Madrid, dated in May, an international tourney was planned for July.

Game of the Month

The Brilliancy Prize

Reti has said that the combination represents the triumph of mind over matter. There is no doubt that his judgment shows real insight. The combination, the sacrifice, the unexpected turn imbue the wooden pieces with sparkle, almost make them come to life. "This Bishop," writes Lasker in his annotations to a position, "smiles." "The other Bishop," he continues, "laughs." Unless there is a combinative sequence involved, it is silly to invoke such human attributes.

In a sense, chess is an amalgam of mathematics and life. The essence of mathematics is method (which is not to deny that there is beauty in method, as anybody who has ever touched the subject knows); the essence of life is spontaneity. As chess progresses, method—routine, technique, opening theory, endgame knowledge—becomes more systematized and lends to occupy more and more of the stage. Yet, the element of spontaneity, which makes chess a game rather than an exercise in the theory of numbers, curiously, instead of disappearing, assumes ever new and more varied forms. Combinations in modern master play do not occur less frequently than they did one hundred years ago. When they occur they are frequently more profound and far-reaching than anything seen in the days of Morphy and Anderssen.

Because the sacrifice is prized so highly, it is customary to offer special awards for the best achievements of the kind in tournaments. In one sense, however, the combinative or brilliant game is an accident: you can deliberately play to win, or you can deliberately play to be brilliant, aware that you are running the risk of losing, but you can rarely do both. The problem, in other words, is that if you try to be brilliant you end up by being unsound. Nevertheless, it so happens that if you play ordinarily good chess, opportunities for combinations will appear, inevitably, time and again. Then the task of the expert is to find the right point to explode. Paradoxically, you have more chance to be brilliant if you do *not* make it your conscious goal from the very beginning than if you do.

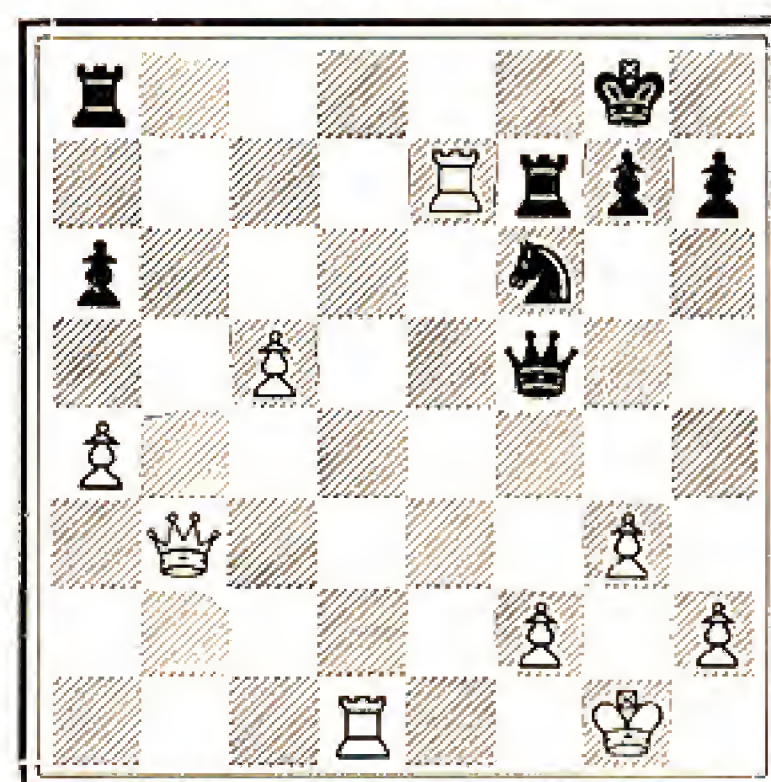
What are the requirements for the brilliancy prize in modern tournaments? While they have never been formulated explicitly, certain requisites must obviously be satisfied. A brilliant game must involve a sacrifice, sound, necessary, aesthetically pleasing, and not too obvious. Of these conditions, listed in order of importance, the first is the only one that is indispensable.



by REUBEN FINE

In the Ventnor City tournament the choice had to be one of three games: Jackson-Levin, Adams-Hanauer and Adams-Suesman. At first sight, the Jackson-Levin game was most appealing. Jackson had given up a piece to get to the diagrammed position.

Black: Levin



White: Jackson

Position after White's 23rd move

The continuation was by no means obvious. Levin replied 23... Kt-K5; 24 P-B6! (another pretty point in favor of the game), Qx Pch; 25 K-R1, Kt-B4; 26 Q-Q5 and White won with his passed Pawn. Unfortunately, there was a fly stuck in the ointment. In the diagram, Black could have gained a vital tempo with 23... Kt-Kt5, for now he threatens mate, which compels White to defend the KP, which in turn makes all the difference in the world.

In the Adams-Hanauer tussle the situation was different. Here the sacrifice, while quite sound, was unnecessary, since a simple capture would have done as well.

Finally, in the Adams-Suesman game, the total effect was most pleasing for, despite the fact that the sacrifice was neither difficult nor complicated, it was the most clean-cut of all possible solutions.

VENTNOR CITY, 1943 CARO-KANN DEFENSE

| | |
|----------|---------|
| Adams | Suesman |
| White | Black |
| 1 P-K4 | P-QB3 |
| 2 P-Q4 | P-Q4 |
| 3 Kt-QB3 | PxP |

One of the drawbacks of the Caro-Kann, in contrast to the French, is that this early exchange in the center is compulsory.

| | |
|--------|------|
| 4 KtxP | B-B4 |
|--------|------|

This passive variation is not so good as 4... Kt-B3.

| | |
|----------|-------|
| 5 Kt-Kt3 | B-Kt3 |
| 6 P-KR4 | |

To weaken the position of Black's QB.

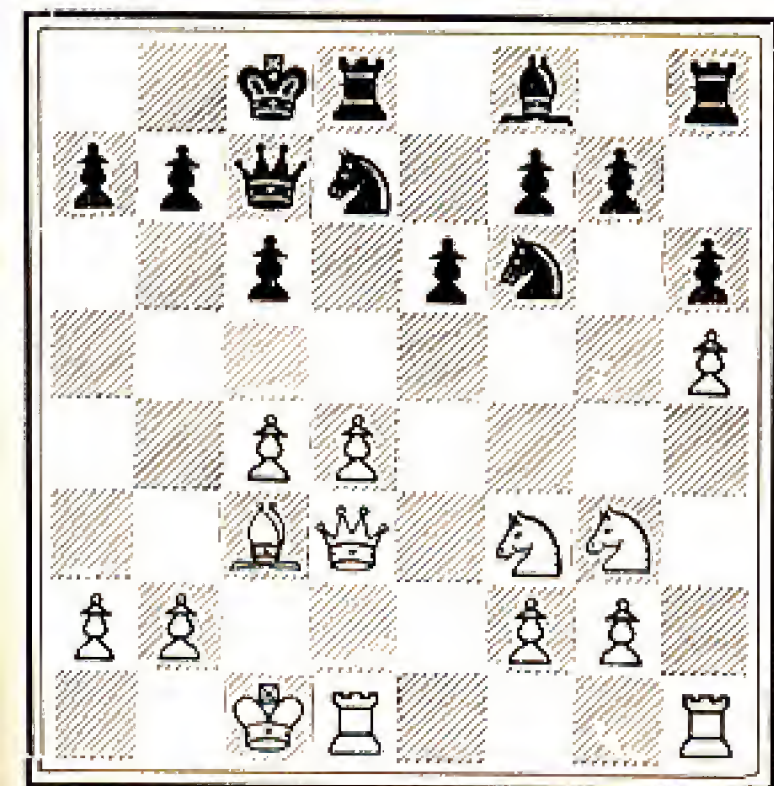
| | |
|---------|-------|
| 6 | P-KR3 |
| 7 Kt-B3 | Kt-Q2 |
| 8 P-R5 | |

White may omit this move if he wishes.

| | |
|---------|------|
| 8 | B-R2 |
| 9 B-Q3 | BxB |
| 10 QxB | P-K3 |
| 11 B-B4 | |

More usual is 11 B-Q2. White wants to prevent... Q-B2, but is compelled to transpose back to the normal line next move.

| | |
|----------|--------|
| 11 | Q-R4ch |
| 12 B-Q2 | Q-B2 |
| 13 O-O-O | KKt-B3 |
| 14 P-B4 | O-O-O |
| 15 B-B3 | |



Position after 15 B-B3

Up to this point the game has followed accepted book lines. For Black, whose position is cramped, the problem is one of suitable exchanges in order to liberate himself; for White, the idea is to keep things complicated. If possible, he will try to occupy K5 with a Kt.

| | |
|---------|---------|
| 15 | Kt-Kt5? |
|---------|---------|

An excursion which does irreparable harm. Correct is 15... P-B4!, get rid of the troublesome QP. As a rule, it is bad to play for an attack before one is fully developed.

| | |
|----------|--------|
| 16 Q-K2 | B-Q3 |
| 17 Kt-K4 | B-B5ch |
| 18 K-Kt1 | P-KB4 |

A desperate effort to free himself because as a result of his loss of time on the K-side it is too late to hope that normal, passive play will save him. Adams refutes his opponent's venture energetically.

| | |
|--------------|------|
| 19 Kt(K4)-Q2 | P-K4 |
|--------------|------|

His obvious intention.

| | |
|----------|------------|
| 20 PxP | Kt(Kt5)xKP |
| 21 Kt-Q4 | KR-K1 |

Forced,

| | |
|----------------|------|
| 22 Kt(Q2)-Kt3! | |
|----------------|------|

Simplest. On 22 P-KKt3?, BxKt; 23 RxB, Kt-QKt3! Black has good counterplay.

| | |
|---------|---------|
| 22 | Kt-QKt3 |
|---------|---------|

The KKt can't even discover the North Pole.

| | |
|---------|-------|
| 23 P-B5 | Kt-Q4 |
| 24 B-R5 | |

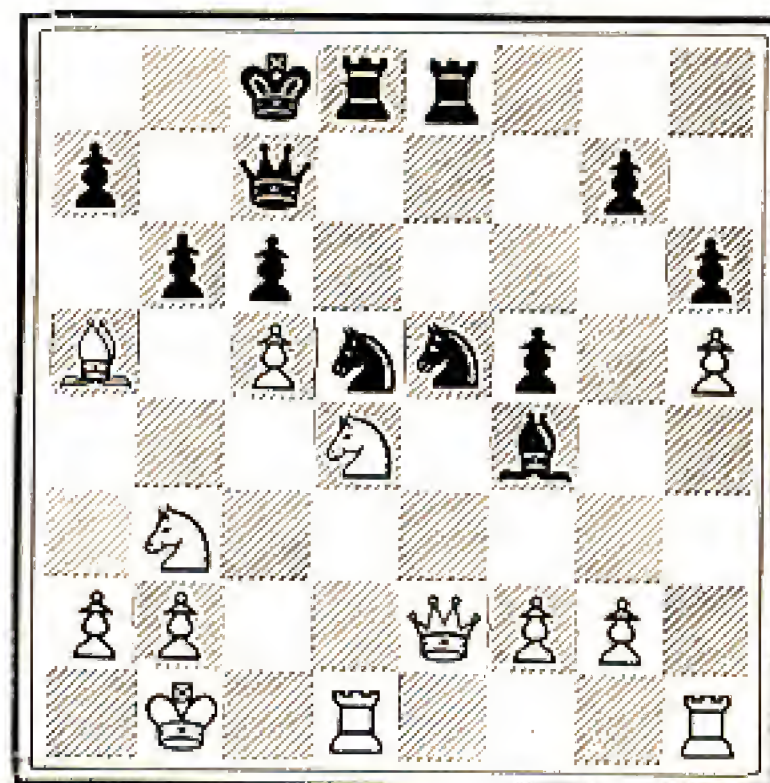
The introduction to the conclusion. On the prosaic alternative 24 Q-B2, KtxBeh; 25 PxP, Q-B2; 26 KtxKBP, Kt-B5 is by no means easy for White to win.

| | |
|---------|--------|
| 24 | P-QKt3 |
|---------|--------|

(See diagram)

| | |
|------------|------|
| 25 KtxKBP! | |
|------------|------|

A pretty idea, despite the fact that it is as easy as pie.



Position after 24... P-QKt3

| | |
|------------|------|
| 25 | PxB |
| 26 Kt-Q6ch | RxKt |

26... K-Kt1; 27 KtxR, RxKt; 28 P-Kt3 is no better for Black.

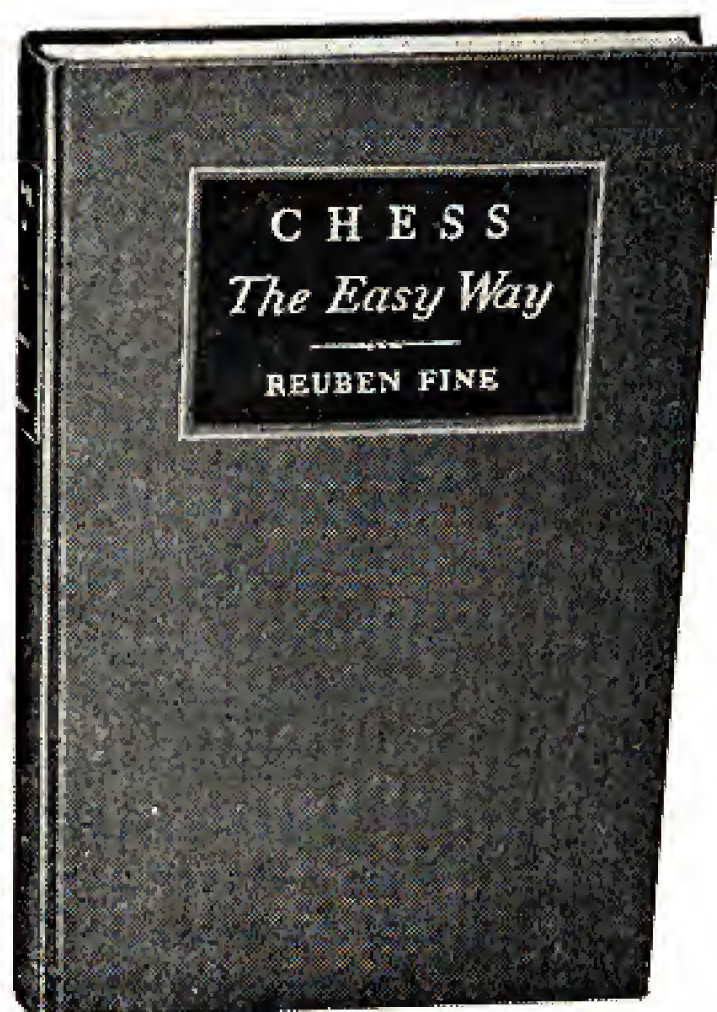
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| 27 PxR | QxP |
| 28 P-Kt3 | Q-B2 |

Hoping to get a solid Kt center for his pawns, but he is soon sadly disappointed.

| | |
|----------|---------|
| 29 RxKt! | Resigns |
|----------|---------|

For, after 29... PxR; 30 PxP White comes out a clear piece ahead.

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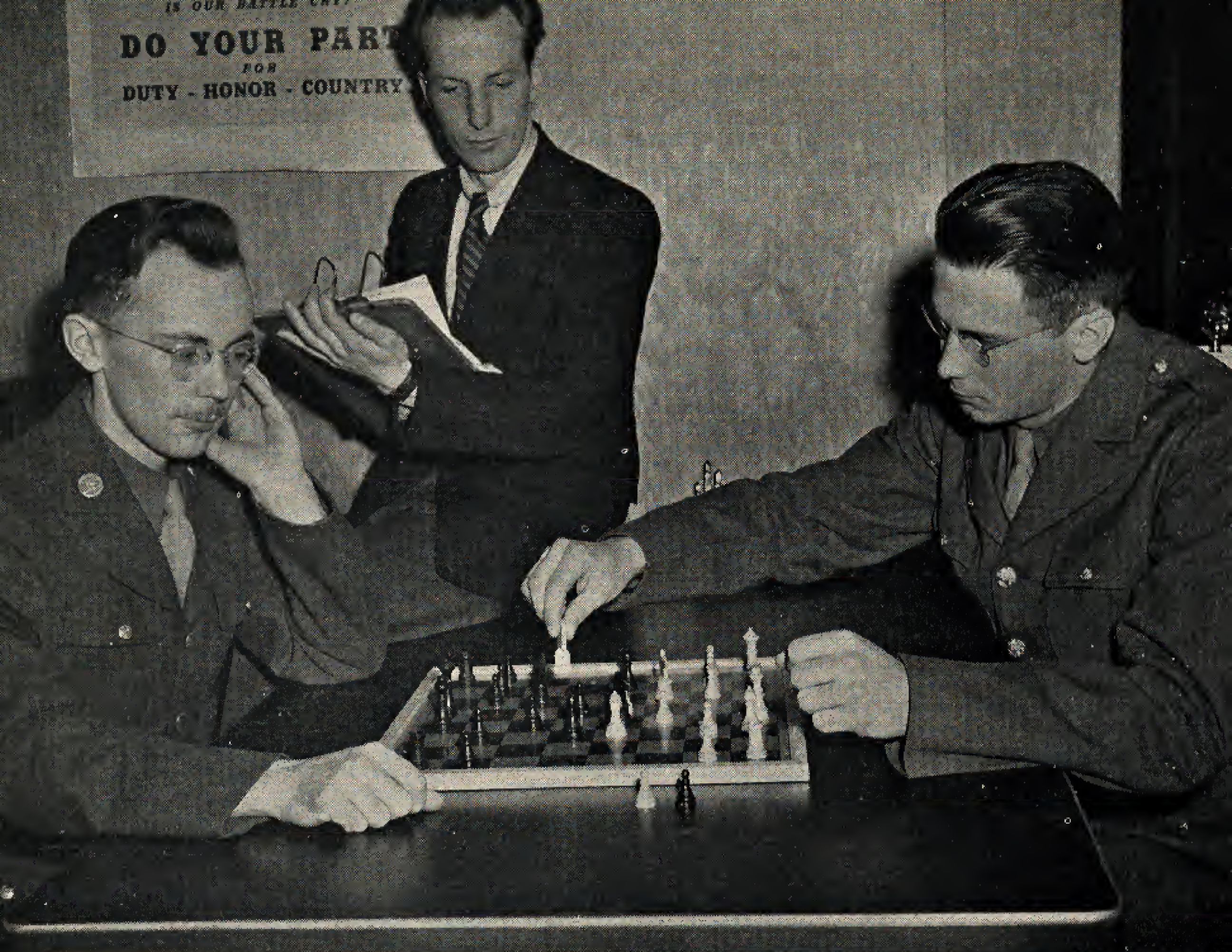


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When Chessmaster Olaf I. Ulvestad (shown above in civilian clothes) was recalled to the Army last April he immediately organized a chess tournament at Fort Lewis, Wash. Pvt Pastell (right) won the event, then lost a 6-game match with runner-up Cpl Jack Burnett (left). Pvt Ulvestad is now stationed at New Orleans, La.

CHESS IN THE ARMED FORCES

The value of chess as an aid to the morale of men in the U. S. armed forces is at last being recognized. With the blessing of the authorities, chess is becoming a major sport in many Army camps, on sea patrol, on the remote isles of the Pacific and the arid wastes of Africa.

At first, when chessplayers entered the services, they complained that they were cut off from their favorite sport. Opponents were few and far between. However, a chessplayer is a born missionary and soon groups were organized and tournaments started. Before long, men who had never even heard of the game were starting to play. Others who had regarded it as "too deep" for them were surprised to find what good fun chess can be, how it helps to dispel boredom and homesickness.

As more and more players have been inducted into the Army and Navy, interest has spread rapidly. Every chess club throughout the land has its honor roll of members who are now serving their country. Among those so honored are many young chessmasters, including Simonson, Hanauer, Shainswit, Moscovitz, Seidman, Ulvestad, Soudakoff, Halper, Neckerman, Levy, Pilnick, Donovan, Schmidt and others whose names are familiar to most of us.

But whether he be a master or just an ordinary player, the chess enthusiast in the armed forces is introducing the game wherever he goes, is encouraging others to enjoy the best of all recreations.

The mental happiness of a chessplayer is infectious. For example, take the case of Sergeant Ben Schiller, an ardent chess fan stationed at Kingman Army Air Field, Arizona. Lacking opponents, Schiller dedicated himself to spreading the gospel of chess. He obtained a number of chess sets and permission to advertise in "The Cactus"—the post newspaper. In response to his efforts, 15 men showed up for the first meeting of his chess club in the Post Library. Schiller was then allowed a regular chess column in the post paper, 40 men appeared for the second meeting, 60 for the third. Now this large group meets every week.

The roster of CHESS REVIEW subscribers shows an increasing number of Army and Navy titles. With each magazine that goes out to an Army Camp, or to an Army or Fleet Post Office address, we like to believe that a little happiness and comfort is brought to an American boy in training here, or in India, Iceland, England, Africa, Australia, Guadalcanal—or wherever he may be.



Sergeant Ben Schiller (standing, pipe in mouth) supervises a meeting of the chess club of 60 members he organized at Kingman Army Air Field, Arizona. Writes super-salesman Schiller: "I went from barracks to barracks speaking to men . . . Why should any soldier sit on his bunk evenings when he could be experiencing the joy and beauty of chess?"

Master Chess at Ten Seconds a Move

Playing at the rate of ten seconds per move, 47 chessplayers completed 528 games on the afternoon and evening of July 4th, in the U. S. Lightning Chess Championship at New York's Capital Hotel. The winner, Reuben Fine, piled up a score of 20 wins and 2 draws, no losses. The runner-up, National Champion Samuel Reshevsky, lost only one game in the finals. Remarkably few games were lost by outright blunders, and many of them were packed with interesting and instructive chess. A selection of crucial games was published in the June-July issue of CHESS REVIEW. More games from the speed championship finals, as recorded by CHESS REVIEW reporters, are presented below.

QUEEN'S PAWN OPENING

| Reuben Fine | | Weaver Adams | |
|-------------|--------|--------------|---------|
| White | | Black | |
| 1 Kt-KB3 | Kt-QB3 | 15 B-R6 | R-K1 |
| 2 P-Q4 | P-Q4 | 16 PxP | B-B4 |
| 3 P-KKt3 | P-KKt3 | 17 Q-B3 | P-B3 |
| 4 B-Kt2 | B-Kt2 | 18 P-KKt4 | B-Q2 |
| 5 O-O | Kt-B3 | 19 P-Kt5 | K-B2 |
| 6 P-B4 | P x P | 20 R-K1 | B-B4 |
| 7 Q-R4 | O-O | 21 R-K6 | KtxP |
| 8 R-Q1 | B-K3 | 22 BxKt | QxB |
| 9 Kt-B3 | Kt-Q4 | 23 RxBPch | PxR |
| 10 P-K4 | Kt-Kt3 | 24 RxQ | R-K3 |
| 11 Q-B2 | KtxP | 25 R-Q7ch | K-K1 |
| 12 KtxKt | BxKt | 26 RxRP | R-B1 |
| 13 Kt-Q5 | P-QB3 | 27 R-R8ch | K-Q2 |
| 14 RxB | PxKt | 28 RxR | Resigns |

QUEEN'S GAMBIT DECLINED

| Samuel Reshevsky | | E. Schwartz | |
|------------------|--------|-------------|---------|
| White | | Black | |
| 1 P-Q4 | P-Q4 | 19 KtxKt | BxKt |
| 2 Kt-KB3 | Kt-KB3 | 20 Q-B2 | Q-Kt3 |
| 3 P-B4 | P-B3 | 21 KR-Q1 | B-K3 |
| 4 Kt-B3 | P-KKt3 | 22 R-Q2 | KR-Q1 |
| 5 Q-Kt3 | B-Kt2 | 23 B-KB4 | B-Kt6 |
| 6 B-B4 | O-O | 24 Q-Q3 | P-R5 |
| 7 P-K3 | PxP | 25 Kt-K5 | P-B4 |
| 8 BxP | QKt-Q2 | 26 P-Q5 | Kt-Q2 |
| 9 O-O | Kt-Kt3 | 27 Kt-B4 | Q-KB3 |
| 10 B-K2 | B-K3 | 28 Q-Kt3 | P-QKt4 |
| 11 Q-B2 | KKt-Q4 | 29 P-K5 | Q-R3 |
| 12 B-Kt3 | Kt-Kt5 | 30 Kt-K3 | P-R3 |
| 13 Q-Q1 | P-QR4 | 31 P-R4 | Q-R4 |
| 14 P-QR3 | KKt-Q4 | 32 Kt-Kt4 | P-R4 |
| 15 Kt-K4 | B-Q2 | 33 Kt-R6ch | K-B |
| 16 Kt-B5 | B-B1 | 34 P-K6 | PxP |
| 17 P-K4 | Kt-B3 | 35 QxP | Resigns |
| 18 P-R3 | QKt-Q2 | | |

RETI OPENING

| A. Feldman | | Isaac Kashdan | |
|------------|-------|---------------|---------|
| White | | Black | |
| 1 Kt-KB3 | P-Q4 | 15 BxBch | QxB |
| 2 P-B4 | P-Q5 | 16 Kt-B4 | KR-Kt1 |
| 3 P-K3 | P-QB4 | 17 KR-K1 | B-K2 |
| 4 P-QKt4 | P-B3 | 18 KtxQP | RxPch |
| 5 PxQP | PxQP | 19 KxR | Q-Kt5ch |
| 6 P-B5 | P-K4 | 20 K-R1 | K-B1 |
| 7 B-B4 | Kt-B3 | 21 Kt-K2 | Q-B6ch |
| 8 Q-Kt3 | Kt-R3 | 22 K-Kt1 | Kt-K3 |
| 9 P-Q3 | Q-K2 | 23 KtxP | Q-B4 |
| 10 O-O | Kt-Q1 | 24 Kt-Kt3 | Q-R6 |
| 11 BxKt | PxB | 25 Kt-Q7ch | K-B2 |
| 12 QKt-Q2 | B-K3 | 26 R-K3 | R-KKt1 |
| 13 B-Kt5ch | K-B2 | 27 QR-K1 | Resigns |
| 14 B-B4 | Q-Q2 | | |

SICILIAN DEFENSE

| Prc. Herbert Seidman | | Reuben Fine | |
|----------------------|--------|-------------|---------|
| White | | Black | |
| 1 P-K4 | P-QB4 | 23 PxP | QR-K1 |
| 2 Kt-KB3 | Kt-KB3 | 24 K-B1 | R-K5 |
| 3 P-K5 | Kt-Q4 | 25 P-Kt3 | R-B5 |
| 4 Kt-B3 | Kt-B2 | 26 P-B6 | RxP(B3) |
| 5 P-Q4 | PxP | 27 Kt-Q4 | RxRch |
| 6 KtxP | Kt-B3 | 28 KxR | R-R3 |
| 7 P-B4 | P-KKt3 | 29 R-R1 | Kt-K3 |
| 8 B-B4 | B-Kt2 | 30 KtxKt | PxKt |
| 9 B-K3 | O-O | 31 K-Q2 | K-B4 |
| 10 O-O | P-Q3 | 32 K-Q3 | K-Kt5 |
| 11 KtxKt | PxKt | 33 P-B3 | K-R6 |
| 12 PxP | PxP | 34 R-K1 | KxP |
| 13 B-Q4 | B-B4 | 35 P-Kt4 | K-Kt6 |
| 14 BxB | KxB | 36 P-B5 | KPxP |
| 15 Q-Q4ch | Q-B3 | 37 PxP | PxP |
| 16 QR-Q1 | P-Q4 | 38 R-K5 | P-B5 |
| 17 QxQch | KxQ | 39 R-Kt5ch | K-B7 |
| 18 B-Q3 | KR-K1 | 40 RxP | P-B6 |
| 19 BxB | KxB | 41 R-KR5 | P-R3 |
| 20 KR-K1 | R-K3 | 42 P-B4 | K-Kt7 |
| 21 Kt-K2 | P-B4 | | |
| 22 P-QKt4 | K-B3 | | Resigns |

NIMZOVICH DEFENSE

| Reuben Fine | | Matthew Green | |
|-------------|--------|----------------|--------|
| White | | Black | |
| 1 P-Q4 | Kt-KB3 | 20 BxP | Q-Q2 |
| 2 P-QB4 | P-K3 | 21 QxB | Kt-B4 |
| 3 Kt-QB3 | B-Kt5 | 22 QR-K1 | QR-K1 |
| 4 P-K3 | P-Q4 | 23 R-B2 | Q-Q1 |
| 5 P-QR3 | BxKtch | 24 B-R1 | Kt-K5 |
| 6 PxP | Kt-B3 | 25 Q-Kt2 | Q-B3 |
| 7 PxP | QxP | 26 QxQ | KtxQ |
| 8 P-QB4 | Q-Q3 | 27 BxKt | RxB |
| 9 Kt-B3 | P-K4 | 28 P-K4 | Kt-K2 |
| 10 P-Q5 | Kt-K2 | 29 Kt-Q4 | R-R3 |
| 11 B-Kt2 | Kt-Q2 | 30 Kt-K6 | RxP |
| 12 B-Q3 | P-KB3 | 31 QR-KB1 | P-KR4 |
| 13 Kt-R4 | P-KKt3 | 32 R-B8ch | RxR |
| 14 O-O | Kt-QB4 | 33 RxRch | K-R2 |
| 15 B-B2 | O-O | 34 R-B7ch | K-R3 |
| 16 P-B4 | B-Q2 | 35 RxKt | P-R4 |
| 17 Q-Q2 | B-R5 | 36 P-R4 | P-KKt4 |
| 18 PxP | PxP | 37 PxPch | K-Kt3 |
| 19 Kt-B3 | BxB | 38 R-Kt7 mate. | |

RETI OPENING

| Samuel Reshevsky | | Weaver Adams | |
|------------------|--------|--------------|---------|
| White | | Black | |
| 1 Kt-KB3 | Kt-QB3 | 21 P-R3 | Q-B3 |
| 2 P-B4 | P-K4 | 22 QxQ | RxQ |
| 3 Kt-B3 | Kt-B3 | 23 PxP | BxP |
| 4 P-Q4 | PxP | 24 R-Kt3 | K-R2 |
| 5 KtxP | B-Kt5 | 25 R-Kt7 | R-B2 |
| 6 B-Kt5 | P-KR3 | 26 B-R4 | K-Kt3 |
| 7 B-R4 | Q-K2 | 27 B-B2 | P-B4 |
| 8 R-B1 | P-Q3 | 28 K-Q2 | P-KR4 |
| 9 P-QR3 | BxKtch | 29 K-K3 | K-B4 |
| 10 RxB | O-O | 30 P-Kt4 | PxP |
| 11 R-K3 | Q-Q1 | 31 PxP | K-K3 |
| 12 KtxKt | PxKt | 32 R-QR1 | P-B3 |
| 13 P-KKt4 | P-KKt4 | 33 RxR | KxR |
| 14 B-Kt3 | KtxP | 34 R-R6 | K-K3 |
| 15 R-QB3 | P-KB4 | 35 RxBP | K-Q2 |
| 16 P-B4 | Kt-B3 | 36 R-R6 | K-B2 |
| 17 B-Kt2 | Kt-K5 | 37 P-Kt5 | B-K3 |
| 18 BxKt | PxB | 38 KxP | K-Kt2 |
| 19 Q-Q2 | P-Kt5 | 39 K-Q3 | B-B4ch |
| 20 Q-Q4 | B-B4 | 40 P-K4 | Resigns |

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1. LASKER - CAPABLANCA, St. Petersburg 1914

Of chessdom's immortals, Emanuel Lasker was by far the most versatile. His chess career was the most outstanding of all time; he made significant contributions to mathematics and philosophy; he wrote the best books available on the technique of games; and the list of his "minor" achievements, such as a book on unemployment and the invention of a forerunner of the tank, is almost endless.

What he did in chess is truly staggering. His exploits may be summed up in one sentence: For thirty years Lasker was the superman of the chess world. Marco exultantly spoke of him as "Lasker the unique"; Tartakower wonderingly called him "a piece of chess history."

His record is easy to recapitulate, for he played relatively little. But when he did play it was phenomenal.

Born in Berlinchen, near Berlin, on December 24, 1868, the son of Polish Jews, Emanuel learned the moves from his almost equally-gifted brother Berthold at about the age of ten. While at the University of Berlin he picked up odd sums of money playing chess and cards at the cafes. In 1890 came an offer to go to England as a chess professional. Lasker snapped at the opportunity. In two years his game had so improved that he could trounce England's leading masters, including the brilliant Blackburne.

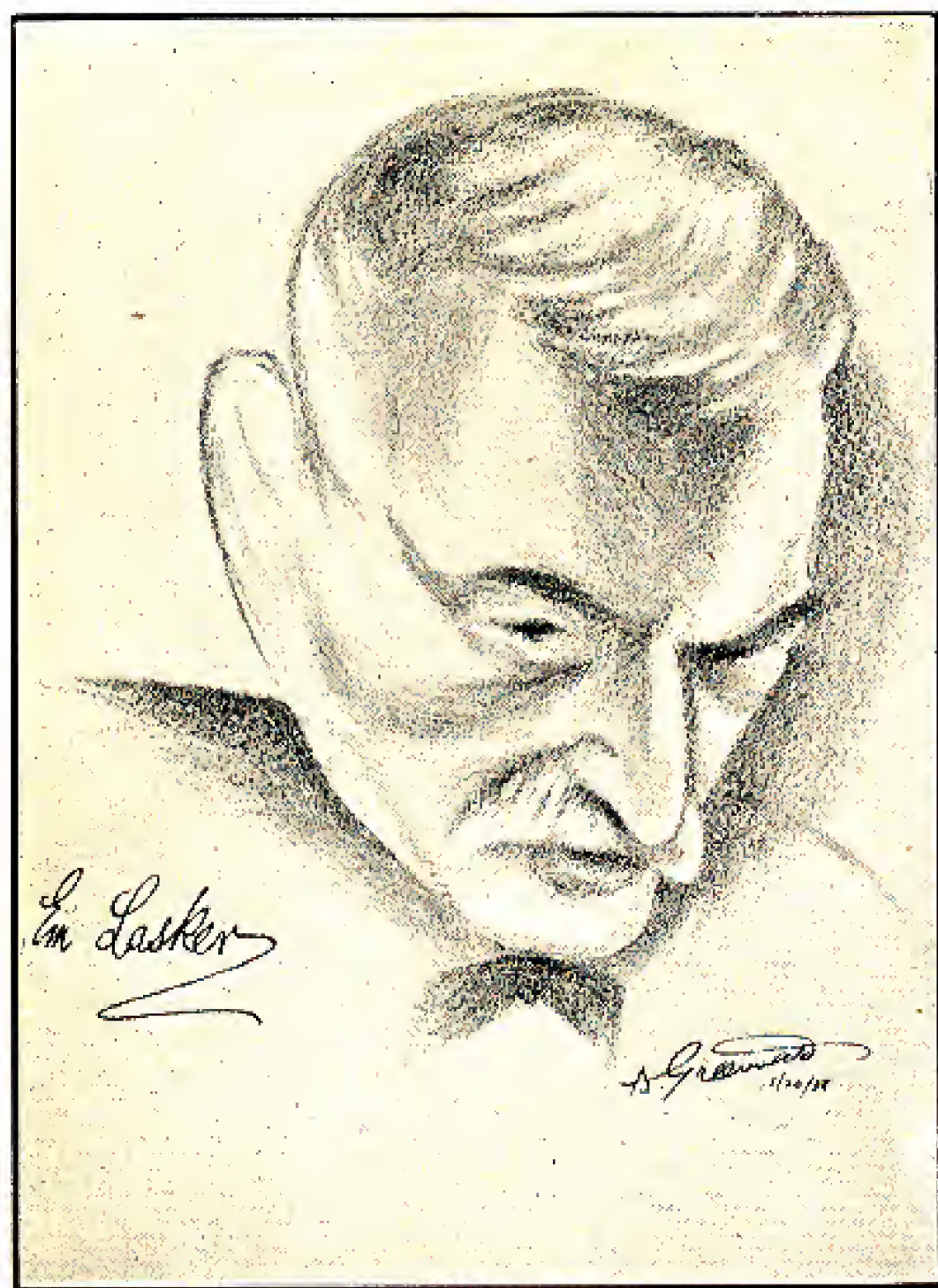
World Champion Steinitz was then living in New York. Lasker was glad of the chance to go to the New World in 1892. The tale was simple and

brief: He came, he played, he won. In 1894 he defeated "Old Man" Steinitz for the title with almost ridiculous ease. At the age of 26 Lasker was the acknowledged king of chess.

From that time until his loss to Capablanca in 1921, Lasker scored a series of incredible victories. Any ordinary mortal would be happy to place third at Hastings, 1895, tie for second at Cambridge Springs, 1904, tie for first at St. Petersburg, 1909, draw in a match against Schlechter, 1910 — but for Lasker these were the most serious "setbacks" of his life. On all other occasions, in all other tournaments and matches, he was first, first . . . more than first, one would have to say in some cases. At London in 1899 he outstripped the field by $4\frac{1}{2}$ points; at St. Petersburg in 1914 he scored 7 points out of 8 against Capablanca, Alekhine, Marshall and Tarrasch.

Whether Lasker would have lost to Capablanca in 1921 under any circumstances is a moot point which it is fruitless to discuss. The older generation must always give way to a younger group. The old masters are dethroned because they continue to play when their powers are waning. Morphy-Anderssen, Steinitz-Lasker, Lasker-Capablanca, Capablanca and Alekhine against the modern group—all are incidents in the tragic tale of the decline of a chess champion's empire.

Even after Capablanca had won the championship, it took him fifteen years and four tries to come ahead of Lasker in tournament play. Lasker's sen-



"Lasker was the superman of the chess world."

sational comeback at New York in 1924, where he outdistanced the players of both the older and younger generation, is unparalleled. Most chess masters are unable to stand the physical strain of a tournament at 50; to win first prize against the flower of the world's talent at 55, as did Lasker, is an exploit that probably never will be duplicated.

In 1925 Lasker retired from active competition. In 1935, at the age of 67, he played through nineteen gruelling rounds at Moscow and finished, without loss of a game, only half a point behind Flohr and Botvinnik, ahead of Capablanca. The papers rightly called it a biological miracle.

The last few years of his life, which ended in January, 1941, were spent in exile in New York. Never did a word of bitterness or reproach cross his lips. His intellectual honesty and alertness were an inspiration never to be forgotten.

"Lasker occasionally loses a game, but he never loses his head," said the penetrating critic Tarrasch. Every great chess master must necessarily be gifted with an immense amount of innate chess ability; I have a feeling that the masters differ but little in this respect. What accounts for variations in achievement is a psychological factor—the attitude towards the game. Does the man want victory at chess more than anything else in life? That is the case with Alekhine and Reshevsky. Is he convinced that he has but to think about a chess position to generate marvellous moves? That was true of Capablanca. Is he a mathematician who believes that profound study can always find the solution? That held for Tarrasch, and it holds for Euwe.

None of these things held for Lasker. The distinguishing characteristic of his mastery was an in-

tuitive understanding of the human element. He looked upon the chess pieces as actors who, subject to certain limitations, were to be moved about by two playwrights. To him, chess was a dramatic conflict, a struggle between two human beings who agree upon certain rules. What really counted was the finished product, in which both competitors shared. That is why Lasker "never lost his head."

Lasker's dramatic insight helped to solve many a perplexing problem. Victory did not elate him unduly; defeat did not depress him disproportionately. He could make a mistake — and he made many mistakes — and smile, for he well knew that perfection is not granted to mortal man.

Lasker's games, ideas, books and personality are a priceless heritage. In the conventional sense, he founded no school. But in reality all chess players are his pupils. His games are an inexhaustible source of enjoyment and instruction. What they lack in superficial polish (for he was little addicted to brilliancies, though more than enough are to be found in his play) they make up in freshness and profundity. To me, many of his games are bottomless wells — I have been through them a dozen times and each time I have unearthed new ideas in them which I had not seen before.

Lasker's victory over Capablanca at St. Petersburg, 1914, is one of the most memorable of all time.

Capablanca's first prize at San Sebastian, 1911, ahead of every leading master (except Lasker, who did not compete) had been the most sensational event in chess since Steinitz bowed to the youthful Lasker in 1894. The young Cuban immediately challenged the champion to a match, but negotiations failed. Three years later, at St. Petersburg, the two met in competition for the first time.

It was a gathering of the elect. All eleven participants were grandmasters. The only active top-notchers missing was Schlechter (the story is that he meant to play but absent-mindedly took the wrong train.) The "unknowns" were Alekhine and Nimzovich (what genius the committee displayed in these choices!)

The arrangements were peculiar. First a regular round-robin was to be played, to choose five to qualify for the finals. The preliminary scores were to be added to those of the finals to determine the prize standings.

Lasker commenced poorly, losing to Bernstein, and entered the home stretch with $6\frac{1}{2}$ points against Capa's 8. Round after round the two titans mowed down Alekhine, Marshall, Tarrasch. When the two met, in the seventh round, Lasker was still a full point behind.

Would Lasker be able to knock out the supremely confident Cuban, who had not lost a single game at St. Petersburg? Feverish speculation reigned. An enormous crowd, including cabinet ministers and the elite of Russian society, came to watch the crucial duel.

And they were not disappointed. Despite the electric atmosphere, Lasker produced a game, the beauty, profundity and accuracy of which have never been surpassed.

St. Petersburg, 1914

RUY LOPEZ

Emanuel Lasker J. R. Capablanca

| | |
|----------|--------|
| White | Black |
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 BxKt | |

How can we explain Lasker's choice of opening in one of the most crucial games of his life? Everybody knew that he had to try to win, yet he chose the most drawish of all Ruy Lopez lines. Surely he realized that he was deliberately heading for the ending, a phase of the game where Capa was almost his only equal.

Psychological considerations—or speculation, if you will — can help us to understand and reconstruct the situation. Lasker, who had known Capa from the time the youngster had first dazzled the world at the Manhattan Chess Club, had undoubtedly analyzed his opponent's strengths and weaknesses, as he had done with all his other rivals. He knew that Capa was fully his equal, technically. The question was, under what circumstances could Capa be induced to make a mistake; for any slackening, though invisible to the ordinary eye, could be utilized by a Lasker. A young player is generally afraid of his predecessor because he remembers the time when he looked upon the older man as an unapproachable god. Capablanca was less subject to this fear, and for a shorter time, than anybody else who has ever lived, but it plagued him too and he had not yet overcome it at the time of this encounter. If he had been pushed and forced on the defensive from the very beginning, there is no doubt that his resistance would have been increased, for it was easier to prove that Lasker could not beat Capa than to show that Capa could defeat Lasker. Consequently, as long as the pressure came from the other side, it was likely that Capa would be at his best, but once he was allowed or forced to make purely independent decisions, there was a good chance that he might go astray. Add to this that the normal tension was heightened all the more for Capa by his temperament and the excitement of his greatest chase.

While we can never be absolutely sure, it is highly probable that Lasker's thoughts ran in the direction which we have sketched. Certain it is that while Lasker maintained his granite-like imperturbability, Capa was led to make a mistake when the critical position appeared.

| | |
|--------|------|
| 4 | QPxB |
| 5 P-Q4 | |

On previous occasions Lasker had tried the somewhat more elastic 5 P-Q3 with success, but he is

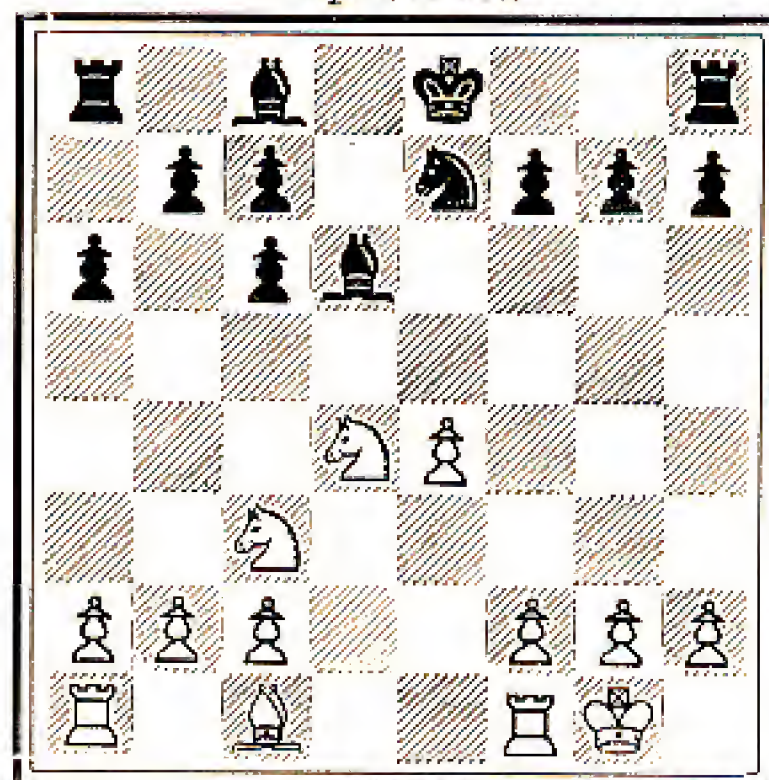
anxious to create a special problem for Capa, which we shall soon see.

| | |
|--------|------|
| 5 | PxP |
| 6 QxP | QxQ |
| 7 KtxQ | B-Q3 |

As a slight modern finesse, it is now believed that 7 ... B-Q2 and castling long should precede the development of the KB, in order to avoid its exchange, which is usually unfavorable for Black.

| | |
|----------|-------|
| 8 Kt-QB3 | Kt-K2 |
| 9 O-O! | |

Capablanca



Lasker

Position after 9 O-O!

There are two facets to this move: Is it better than O-O-O?—and why did Lasker choose it here?

No master has ever breathed who knew the ins and outs of the Exchange Variation of the Ruy half as well as Lasker. Almost always he continued with O-O-O because objectively the King is more useful on the Q-side. Strategically, White's play is based on his 4-to-3 majority on the K-side, which yields him a permanent endgame advantage, while Black relies on his two Bishops and generally healthy development. It goes without saying that both participants knew all there was to know about such positional considerations. Why then did Lasker vary from a routine which had been so satisfactory on so many occasions? Because he knew from experience that he could not press his plus home against perfect defense and he had no cause to assume that Capa would go wrong against a stereotyped continuation. Besides, in the previous round Alekhine had lost with the White side of this variation against Lasker. Since Capa and Alekhine were then the closest of friends (believe it or not!) they must have analyzed it together. It was therefore natural for Capa to regard Lasker's ninth move as a valuable innovation and to suppose that his opponent, who had just beaten the standard line as Black, had devoted a good deal of thought in advance to it. He may thus have been impelled to imagine plans be-

hind White's last move which were wholly absent from Lasker's mind. As things go, Capa copied the bad moves which Lasker had risked against Alekhine to force a decision, and omitted the good ones—sufficient proof, if more were needed, that the war of nerves was Lasker's from the start.

Because the opening of the game with Alekhine is so strikingly similar and had such an effect on the present encounter, we reproduce the first 24 moves here: White: Alekhine, Black: Lasker:: 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-Kt5, P-QR3; 4 BxKt, QPxB; 5 Kt-B3, P-B3; 6 P-Q4, PxP; 7 QxP, QxQ; 8 KtxQ, B-Q3; 9 B-K3, Kt-K2; 10 O-O-O, O-O; 11 Kt-Kt3, Kt-Kt3; 12 B-B5, B-B5ch; 13 K-Kt1, R-K1; 14 KR-K1, P-Kt3; 15 B-K3, B-K4; 16 B-Q4, Kt-R5; 17 R-Kt1, B-K3; 18 P-B4, B-Q3; 19 B-B2, Kt-Kt3; 20 P-B5, BxKt; 21 RPxB, Kt-B1; 22 BxP, BxP; 23 R-R1, PxB; 24 RxB, P-QKt4 and Black eventually won by a combined Q-side attack and pressure in the center.

| | |
|--------|-----|
| 9 | O-O |
|--------|-----|

Copying Lasker ... It is fatuous to point out that ... O-O-O is more customary and stronger because Black's King belongs near the Q-side Pawns. What is significant is that this first inaccuracy reveals that Capablanca has not mastered the psychological tension. He does not have the courage to choose the standard reply, not because his judgment has deserted him, but because he is afraid of a prepared variation. Lasker adopts a poorer, or, more exactly, unusual continuation to create a problem. Capa, despite his magnificent intuitive feeling for the game, sees a deep-dyed plot and resorts to what his opponent had turned to account. Imitation is the sincerest form of flattery.

| | |
|---------|------|
| 10 P-B4 | |
|---------|------|

A "natural". White's advantage rests entirely on his K-side majority and he starts the ball rolling immediately. The fact that the advance of Pawns near the King is dangerous as a rule may well have strengthened Capa's belief that Lasker had examined the line carefully.

| | |
|---------|------|
| 10 | R-K1 |
|---------|------|

The obstacles which Black must hurdle are by no means all psychological: there is more to Lasker's set-up than greets the untutored eye. The first concern of every player who is out to draw is to exchange as much as possible and yet here Lasker offers his opponent a chance to exchange B for Kt and lead into the type of ending which is notoriously easiest of all to draw—one with Bishops of opposite colors. What, Capa must have asked, could be wrong with 10 ... B-QB4 followed by ... BxKt?

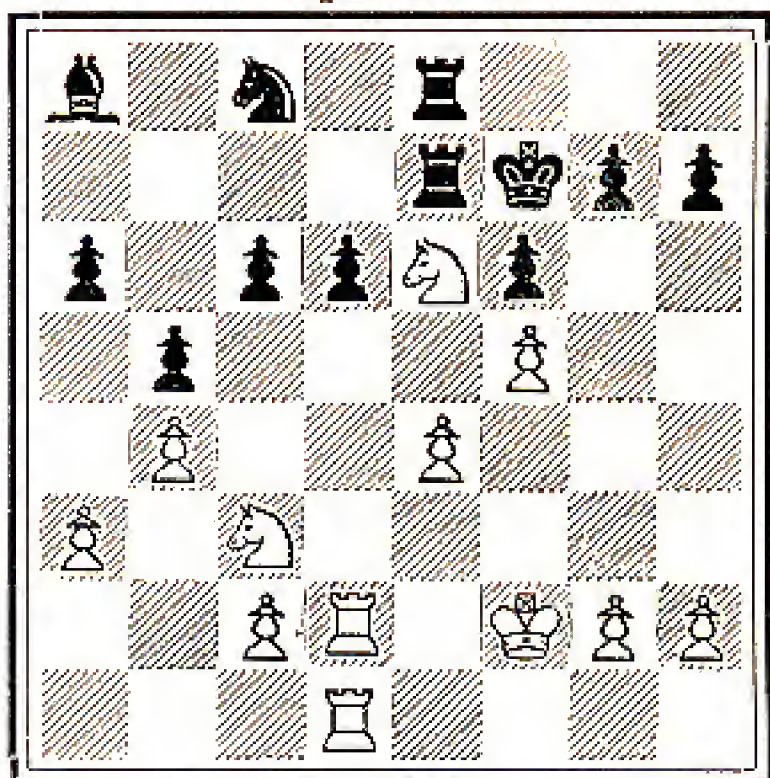
The major drawback to such in-

21 B-R1

On 21 Kt-Kt3; 22 RxP, Kt-B5; 23 R-Q7 the threat Kt-Q8ch is killing.

22 K-B2

Capablanca



Lasker

A comparison of this position with that in the last diagram gives us an indication of the consummate artistry of Lasker's play. Black's weaknesses have been accentuated and increased, his pieces lashed tight to the mast, immobile, unable to do more than let out a feeble whimper from time to time. Every one of White's men is at the most telling spot, especially the Kt at K6, which is slowly choking the opponent to death. The preparations are completed now; and White proceeds to develop his K-side attack at his leisure.

22 R-R2

Dreaming that the open R file may do him some good. If instead 22 Kt-Kt3; 23 RxP, Kt-B5; 24 R-Q8, KtxP; 25 RxR, RxR; 26 Kt-B7, R-QB1; 27 R-Q7ch, K-Kt1; 28 Kt-K6 and Black can give up.

23 P-Kt4 P-R3
24 R-Q3 P-QR4

It makes no real difference whether Black pries the file open or not because White can always do so at will with P-QR4.

25 P-KR4 Pxp
26 Pxp R(R2)-K2
27 K-B3

There is no need to hurry the break. First the King is brought as near the scene of action as possible.

27 R-Kt1
28 K-B4 P-Kt3

If he waits, P-Kt5 will soon be crushing.

29 R-Kt3 P-Kt4ch

Hoping against hope that White may reply 30 Pxp??, when 30 RPxpch; 31 K-B3, R-R1 gives him temporary command of the KR file and some slight counterplay. But Lasker "never loses his head."

30 K-B3! Kt-Kt3

Gloomy and desperate, he sets a

trap: if 31 RxP, Kt-B5; 32 R-Q4?, Kt-K4ch followed by . . . Pxp with good prospects. Lasker's calm remains undisturbed.

31 Pxp RPxp
32 R-R3

32 RxP was not bad, but Lasker prefers a more forceful and elegant coup de grace.

32 R-Q2

This was the last point at which the sacrifice of the exchange would have prolonged the game.

33 K-Kt3

To be able to play P-K5 without being exposed to a discovered check; the move likewise prevents a check at K4 with the Kt.

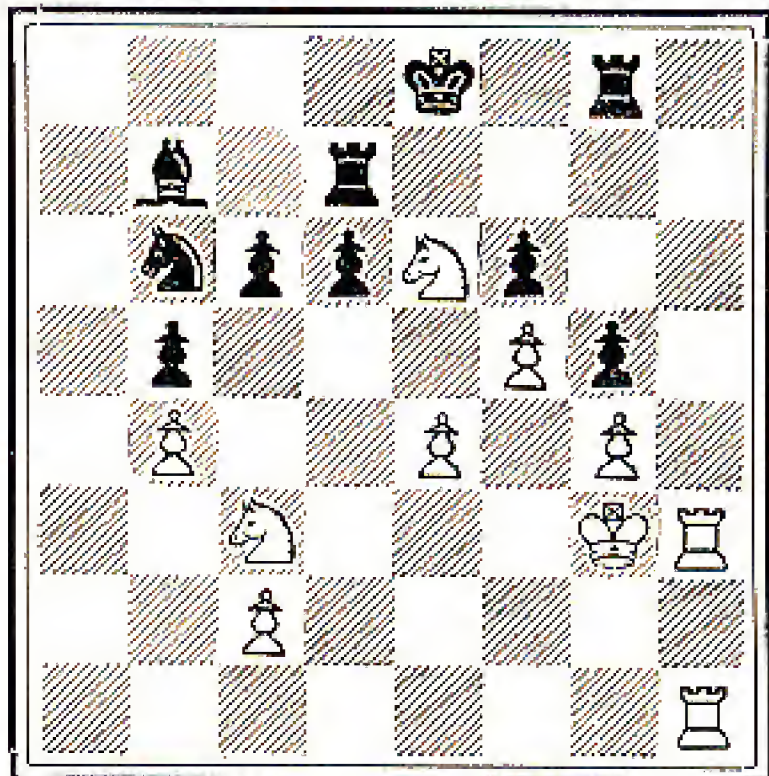
33 K-K1

There is nothing to do. 33 Kt-B5 might have led to the following pretty finish: 33 Kt-B5; 34 R-QR1!, B-Kt2 (the threat was R-R7ch); 35 R-QR7, K-K1 (forced); 36 P-K5!, B-B1; 37 Kt-K4!!, RxR; 38 KtxBPch, K-B2; 39 R-R7ch, R-Kt2; 40 RxR mate.

34 QR-KR1 B-Kt2

On 34 Kt-B5; 35 R-R8 wins a piece. Black is helpless.

Capablanca



Lasker

The game can now be won in a variety of ways; Lasker finds the most beautiful of all.

35 P-K5!! QPxp

Good defensive moves are conspicuous by their absence. On 35 P-Q4; 36 Pxp, K-B2; 37 Kt-B5 is murderous while if 35 BPxp; 36 Kt-K4, Kt-Q4; 37 R-R7!, B-B1; 38 R-R8 wins a piece to begin with.

36 Kt-K4 Kt-Q4
37 Kt(K6)-B5

Lasker can mop up as he pleases. An equally good alternative was 37 R-R7 (threatening RxR and R-R7ch); if then 37 B-B1; 38 R-R8 costs Black his Bishop.

37 B-B1

He obviously has no choice. On 37 R-QB2; 38 Kt-Q6ch or 38 KtxB, RxKt; 39 Kt-Q6ch is more than enough.

38 KtxR BxKt
39 R-R7 R-B1

To free his Kt.

40 R-R1 K-Q1
41 R-R8ch B-B1
42 Kt-B5 Resigns

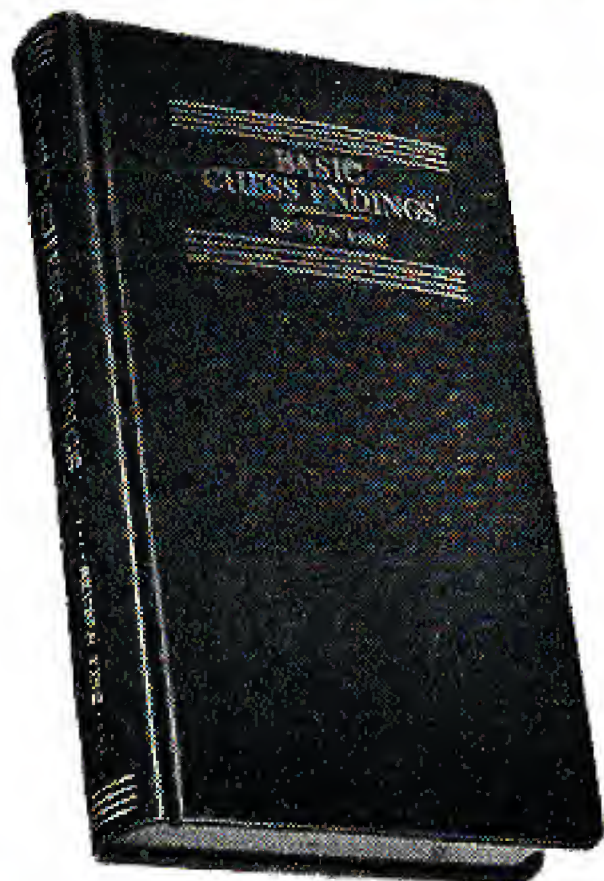
Black cannot even begin to parry all the threats.

Lasker's own description of the reaction of the audience is the most fitting conclusion to this most dramatic of his many masterpieces:

"The spectators had followed the final moves breathlessly. That Black's position was in ruins was obvious to the veriest tyro. And now Capablanca turned over his King. From the several hundred spectators there came such applause as I have never experienced in all my life as a chess player. It was like the wholly spontaneous applause which thunders forth in the theatre, of which the individual is almost unconscious."

▶ Game No. 2 in this series next month in the October issue.

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With a slip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (Black's fourth).

Study the position and select White's reply. Write down your selection. Then expose the next line and see the move White actually made (at the left). Score par if you picked this move. If not, score zero, and make the correct White move on your board.

Make White's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

This game was played at Budapest in 1928. Capablanca had White and his opponent was K. Havasi. Complete annotations will be found in "The Immortal Games of Capablanca" by Fred Reinfeld.

(a) More aggressive than P-K3, but now considered somewhat risky.

(b) Not 11 . . . Q-Kt3; 12 KtxB, KtxKt; 13 Kt-QR4.

(c) White emerges with three pawns plus an attack, for his piece—not a bad bargain!

(d) 14 . . . B-K3 has been recommended, e.g., 15 QxPch, KKt-Q2.

(e) Threatening 16 BxB, QxB; 17 Kt-Q2 which would win the queen as Black must meet 18 Kt-B4ch.

(f) Opening a necessary flight square.

(g) No doubt a surprise!

(h) Black hopes to stem the attack by his double threat of mate and capture of the bishop.

(i) Not 25 . . . RxR; 26 Kt-Kt6ch, K-Kt1; Kt-R6 mate.

(j) He must lose at least a piece.

The games we associate with the late J. R. Capablanca are positional battles, often coming down to an apparently level ending from which the wizardry of the one-time world champion extracts a win.

But "Cappy" was fully capable of plunging into hazards of a cut-and-thrust mid-game, where a single move may mean the difference between giving mate and being mated.

Here is a wild game that shows Capablanca the slugger!

MAKE THESE OPENING MOVES

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-KB3, PxP; 4 P-K4 (a). Now continue with moves in the box below.

| White Played | Par Score | Black Played | Your Selection for White's Move | Your Score |
|---------------------|-----------|-------------------------|---------------------------------|------------|
| | | 4 . . . P—QB4 | ----- | ----- |
| 5 B x P ----- | 2 | 5 . . . P x P | ----- | ----- |
| 6 Kt x P ----- | 2 | 6 . . . Kt—KB3 | ----- | ----- |
| 7 Kt—QB3 ----- | 2 | 7 . . . P—QR3 | ----- | ----- |
| 8 O—O ----- | 2 | 8 . . . B—B4 | ----- | ----- |
| 9 B—K3 ----- | 2 | 9 . . . QKt—Q2 | ----- | ----- |
| 10 B x KP! ----- | 10 | 10 . . . P x B | ----- | ----- |
| 11 Kt x P ----- | 1 | 11 . . . Q—R4 (b) | ----- | ----- |
| 12 Kt x Pch ----- | 2 | 12 . . . K—B2 | ----- | ----- |
| 13 Kt—B5 (c) ----- | 2 | 13 . . . Kt—K4 | ----- | ----- |
| 14 Q—Kt3ch ----- | 4 | 14 . . . K—Kt3 (d) | ----- | ----- |
| 15 QR—B1 (e) ----- | 7 | 15 . . . B—B1 | ----- | ----- |
| 16 Kt—K2 ----- | 4 | 16 . . . P—R4 (f) | ----- | ----- |
| 17 KR—Q1 ----- | 7 | 17 . . . KR—Kt1 | ----- | ----- |
| 18 Kt—B4ch ----- | 4 | 18 . . . K—R2 | ----- | ----- |
| 19 B—Kt6 ----- | 5 | 19 . . . Q—Kt4 | ----- | ----- |
| 20 R—B7ch ----- | 2 | 20 . . . K—R1 | ----- | ----- |
| 21 Q x Q! (g) ----- | 7 | 21 . . . P x Q | ----- | ----- |
| 22 R—Q8 ----- | 7 | 22 . . . R x P | ----- | ----- |
| 23 R(8) x QB ----- | 7 | 23 . . . Kt—B5 (h) | ----- | ----- |
| 24 P—R3! ----- | 7 | 24 . . . Kt x B | ----- | ----- |
| 25 R x B ----- | 7 | 25 . . . Kt(Kt3)-Q2 (i) | ----- | ----- |
| 26 R—B7 ----- | 3 | 26 . . . R x P | ----- | ----- |
| 27 Kt—Q5 ----- | 4 | Resigns (j) | ----- | ----- |
| Total Score ---100 | | Your percentage ----- | | |

LET'S PLAY CHESS!

A Picture Guide to the Game of Chess

By Irving Chernev

Associate Editor of CHESS REVIEW

and

Kenneth Harkness

Managing Editor of CHESS REVIEW



IRVING CHERNEV

This series began in the March issue. The series is intended for beginners and will form a complete course of instruction in the rules and tactics of the game. By following this course, with its remarkable illustrations, diagrams and examples, the learner can quickly and easily master the basic principles of chess. Part 6 will appear next month—in the October issue.

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Part Five

When this course was started it was pointed out that several pages might well be devoted to topics ordinarily dismissed in a sentence in the usual textbook on chess. We continue to pursue this policy. Much space has been taken to define and illustrate the rules of chess in an effort to inculcate an understanding of the game by means of pictures, examples and definitions written in everyday language.

With the completion of the fundamental rules in this issue, the future contents of this course will perhaps be more interesting and instructive to the average player. By the same token, the matters discussed will also be a little more difficult. For this reason, we suggest that the beginner should *start to play chess right now*. Join a chess club or find a friend with whom you can play the game. As in all other pursuits, practice and experience are the best teachers.

The remainder of this course will help you to improve your game, will give you an understanding of the tactics and strategy of chess, will assist you in overcoming mistakes and faulty thinking—but you should regard the course as an aid to the practical player, not as a substitute for the real thing.

How Games Are Drawn

A game in which neither player can force checkmate is called a draw. Obviously, if all the chessmen are exchanged until the Kings alone are left on the board, the game cannot be won. Similarly, certain endings are automatically drawn because it is impossible to checkmate with the available material. Other endings are "technically" drawn because checkmate cannot be forced, even though possible against inferior defense.

In deciding whether or not an ending can be won, an important consideration is the presence or absence of Pawns on the board. So long as there are any Pawns left, there is always the possibility that one may be queened. Therefore, if you are playing an ending with Pawns on the board, you should continue until a decision is reached.

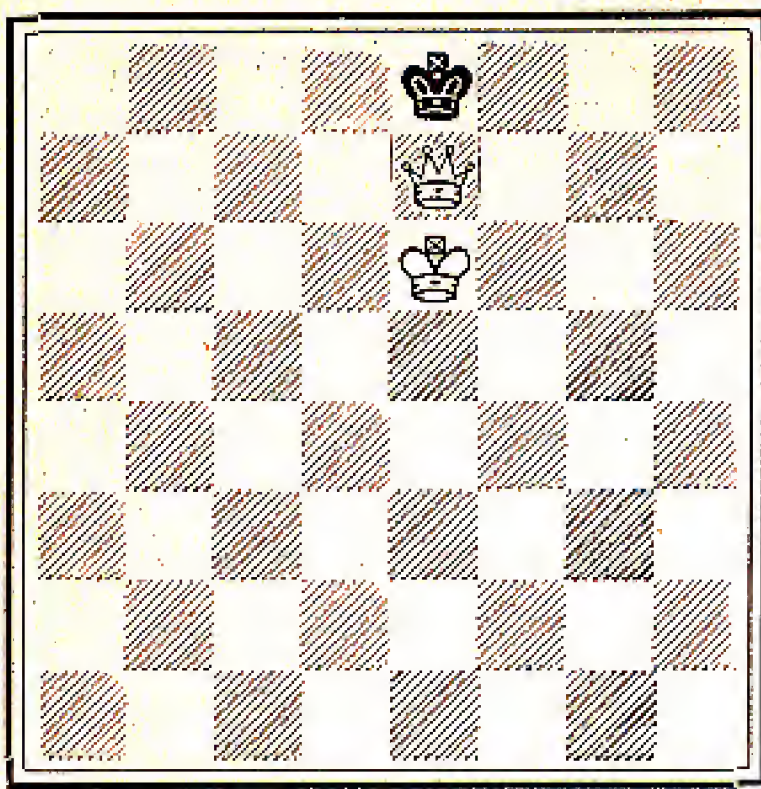
If all the Pawns are off the board, a player must be ahead at least a Rook or two minor pieces (as the Bishops and Knights are called) to be able to win. The reason for this can be understood when it is realized that, if everything else is exchanged, a player must be left with at least **ONE QUEEN, or ONE ROOK, or TWO BISHOPS, or A BISHOP AND KNIGHT** to be able to force checkmate of a lone King. In all cases, the aid of the player's King is needed to checkmate. Final mates with the above pieces are illustrated in diagrams 1 to 4.

Note, however, that it is impossible to checkmate a lone King with **King and Bishop** (diagram 5) or with **King and Knight**. Even a **King and two Knights** cannot force checkmate (diagram 6). In the last case, checkmate is possible if a blunder is made.

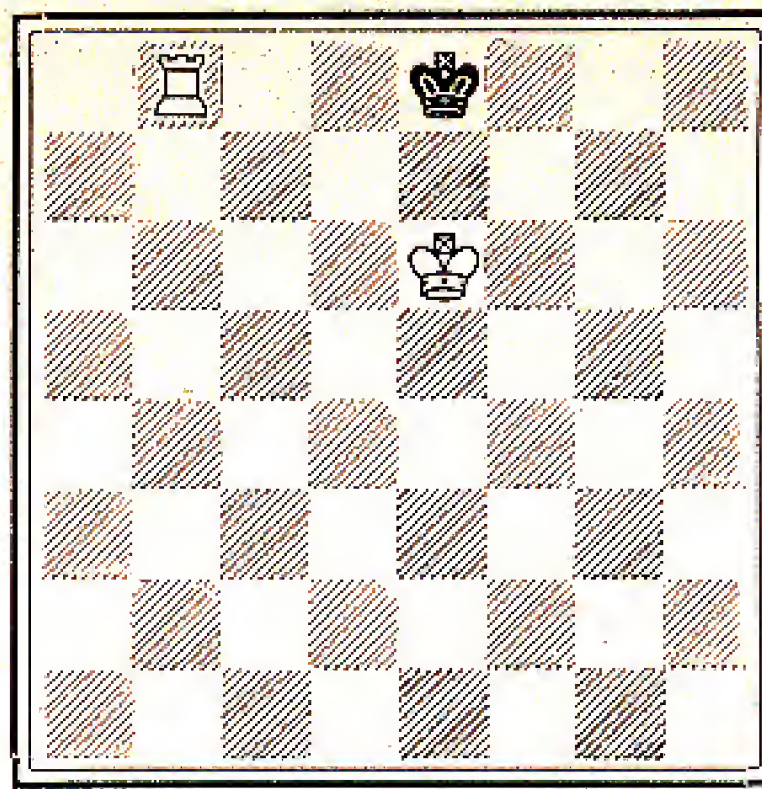
Technically Drawn Games and the 50-Move Rule

In completely even endings, such as the position of diagram 7, it is customary for players to agree to a draw, as only an outright blunder can produce a win. If Pawns cannot be queened and the remaining material is even, there is seldom any reason for continuing the game.

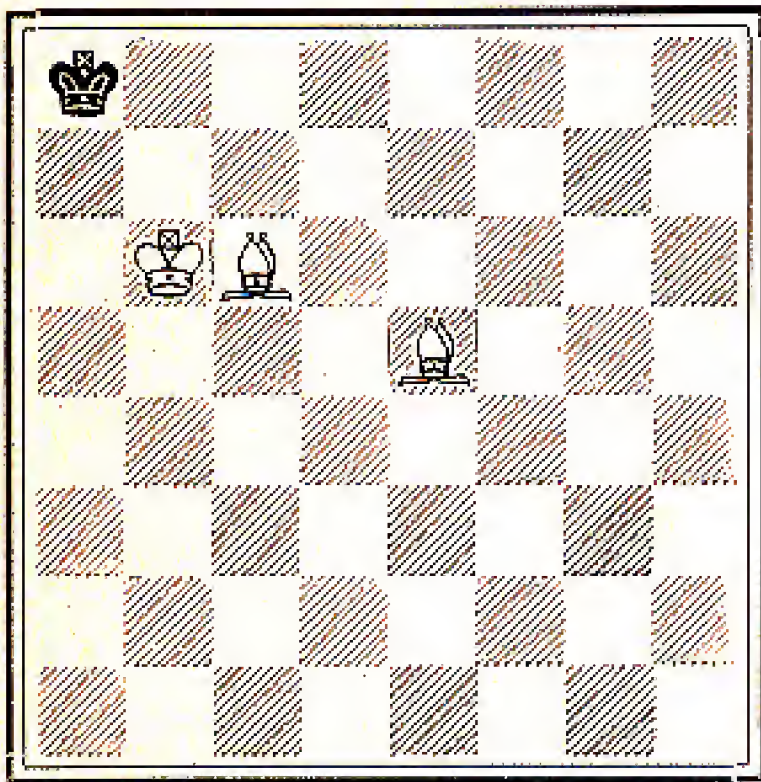
In other endings, the material may be unequal but the advantage insufficient to win. For instance, the position of diagram 8 is an easy draw. Although White is a Pawn ahead, he can never queen the Pawn unless Black co-operates and helps his own defeat. However, the defense in unequal endings is sometimes difficult, as in the case of **King and Rook vs King and Bishop**. The player with winning



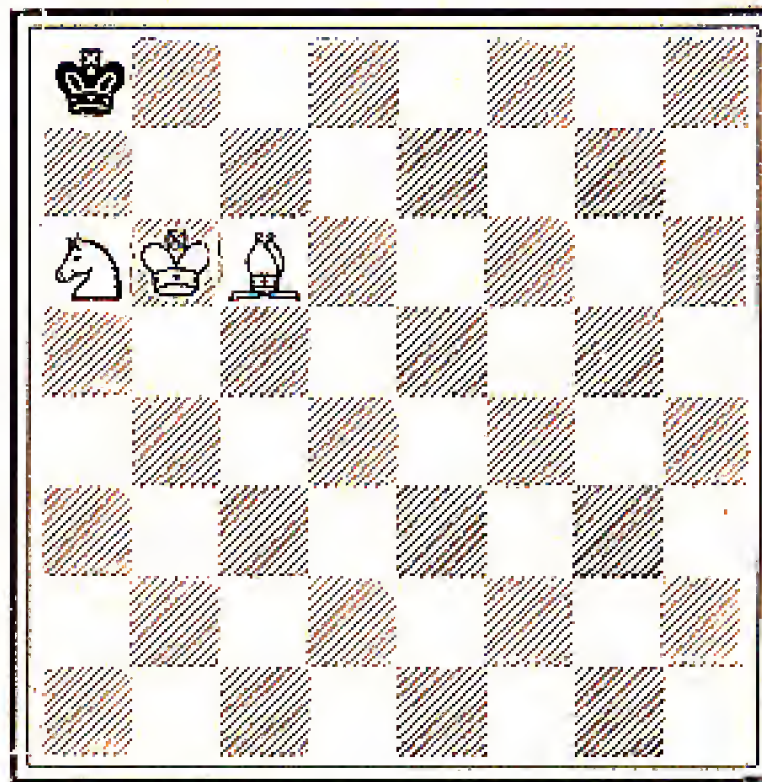
1 Checkmate of a lone King can easily be forced by a King and Queen. The King is driven to the edge of the board and then mated as shown above or in the manner illustrated in diagram 2 with the Queen or Rook.



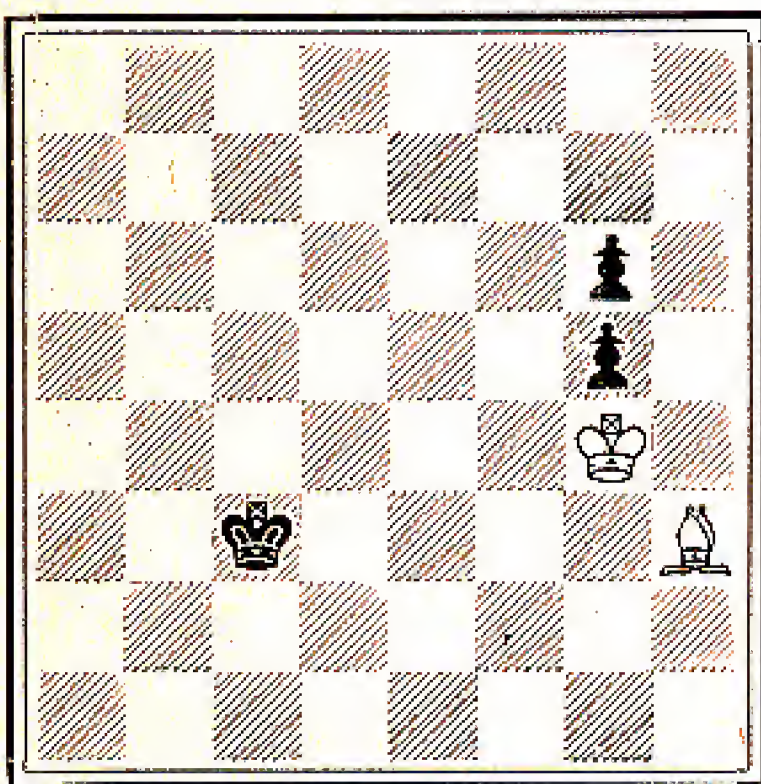
2 A King and Rook can also force checkmate of a lone King. The typical mating position is shown above. The Black King has been driven to the edge of the board. The Rook checks and the White King blocks any escape.



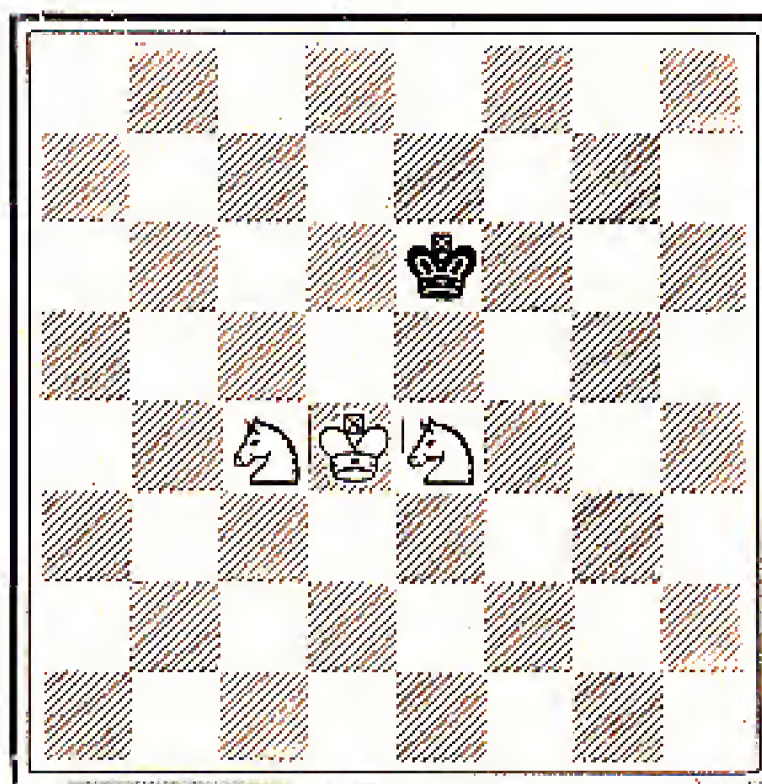
3 A King and 2 Bishops can compel checkmate. The King is driven into a corner and then mated with the cooperation of all three pieces as illustrated above. One Bishop checks while the other Bishop and the King prevent escape.



4 A King, Bishop and Knight can also force mate, although this conclusion is unusual in actual games. The mating technique is tricky. In the final mate, shown here, the Bishop checks while the Knight and King prevent escape.



5 This position is a draw. In two successive moves the White King will capture the two Pawns—but it is impossible for a King and Bishop to checkmate a lone King.



6 This position is a draw. A King and ONE Knight cannot possibly checkmate a lone King. A King and TWO Knights can checkmate only if a blunder is made by the player with the lone King.

chances against inferior defense may decide to continue the game.

To break a possible impasse and prevent interminable attempts to win drawn games, the rules of chess provide that a game is drawn if 50 moves have been made on each side without checkmate having been given and without any man having been captured or Pawn moved. Needless to say, this rule is seldom invoked except in tournament or match play.

Draw by Perpetual Check

We have already noted that a game is drawn if a stalemate position is reached. Due to the possibility of stalemate, many "lost" endings are continued because the player on the losing end hopes that a mistake will be made, enabling him to draw the game by stalemate.

There is another way in which an otherwise lost game can be rescued. If a player proves that he can subject his opponent's King to an endless series of checks, the game is drawn. This method is called "drawing by perpetual check" and can take place at any stage of the game.

An example of perpetual check is given in the picture at the top of this page. Here White has queened a Pawn and now has two Queens on the board. (Note: chessplayers use a Rook turned upside down to represent a second Queen.) Of course White has sufficient material advantage to win but Black draws by perpetual check.

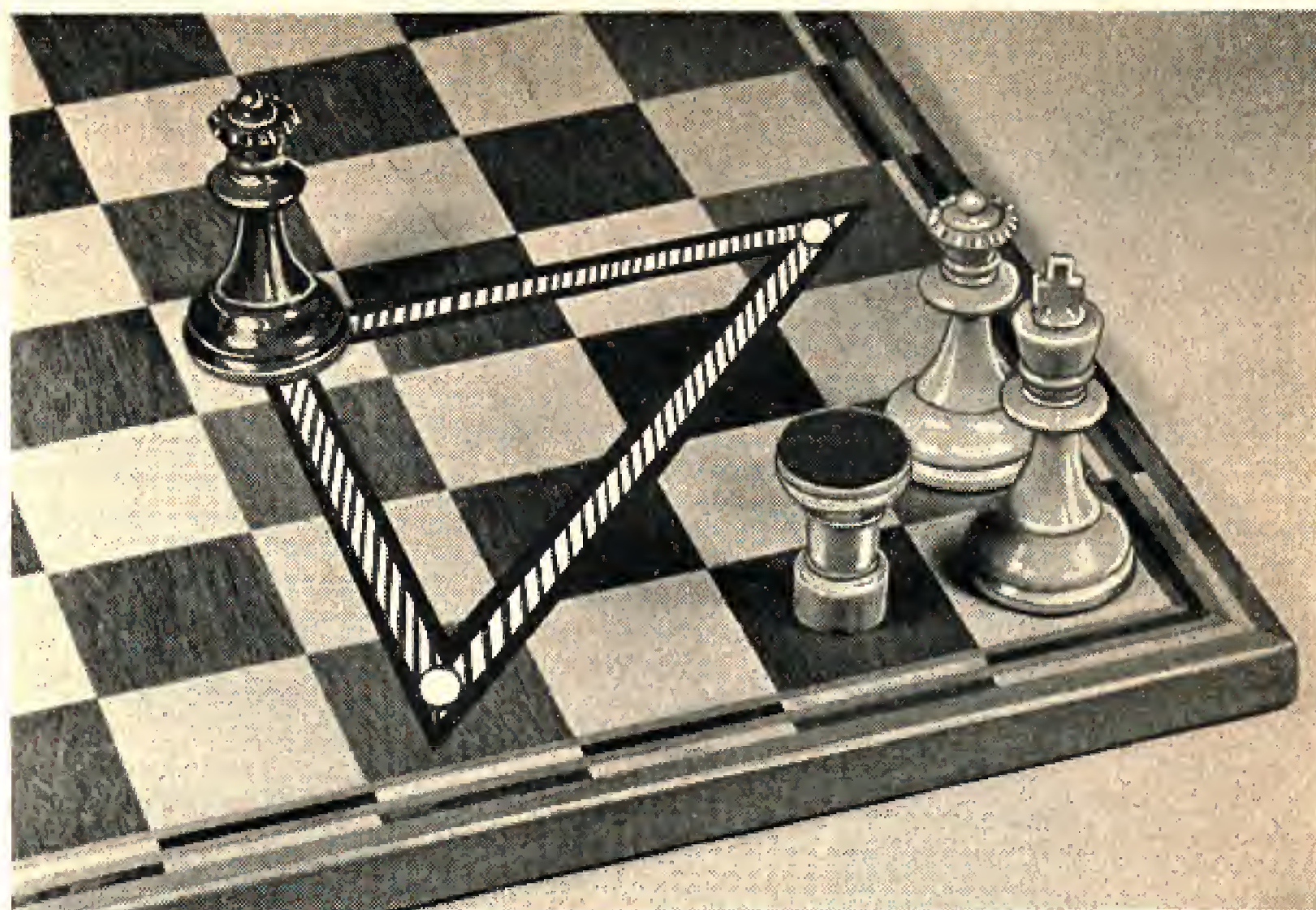
In the position shown, the White King is in check and the only way to get out of check is by interposing one of the Queens. Black then checks by moving to another corner of the triangle in the picture, the actual corner depending on which Queen has been interposed. Again White must interpose one of his Queens and Black then checks by moving to the third corner of the triangle, or by returning to the position in the photo. This procedure could continue indefinitely and White cannot prevent the endless series of checks.

Other examples of perpetual check are given in diagrams 9 and 10.

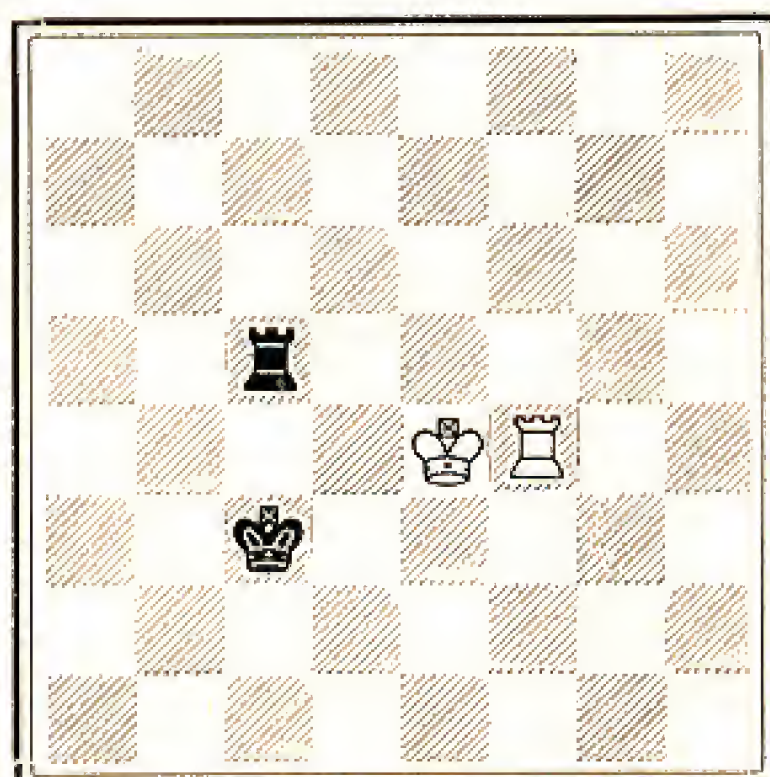
Draw by Repetition

To take care of situations in which both players keep repeating the same moves, the rules of chess specify that a game is drawn if the same position is repeated three times.

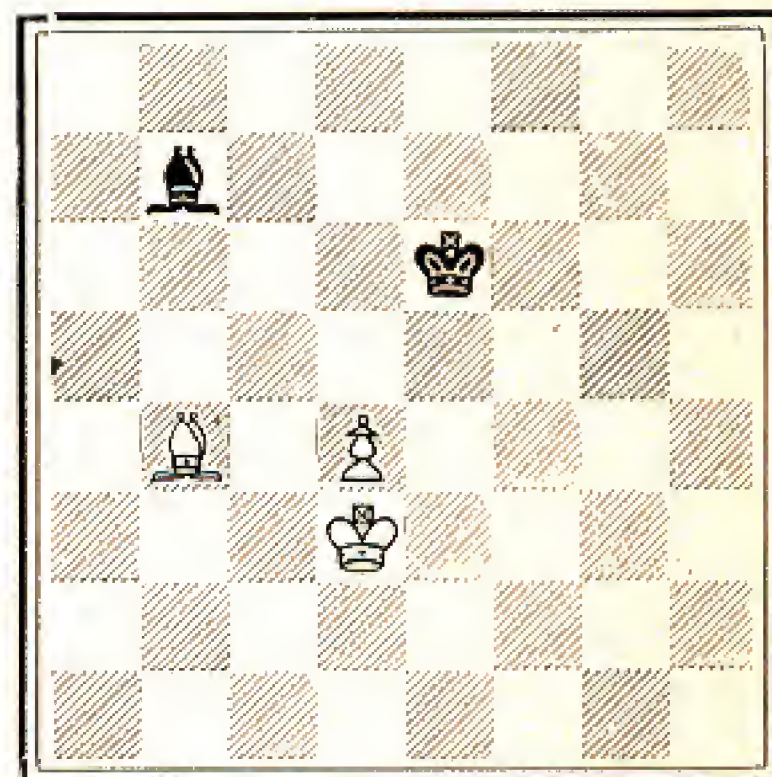
It sometimes happens that equality can only be maintained by repetition of this nature. Each player keeps moving the same piece back and forth. If the game is to continue, one of the players must change the position by making a different move; otherwise the game is drawn after the third repetition.



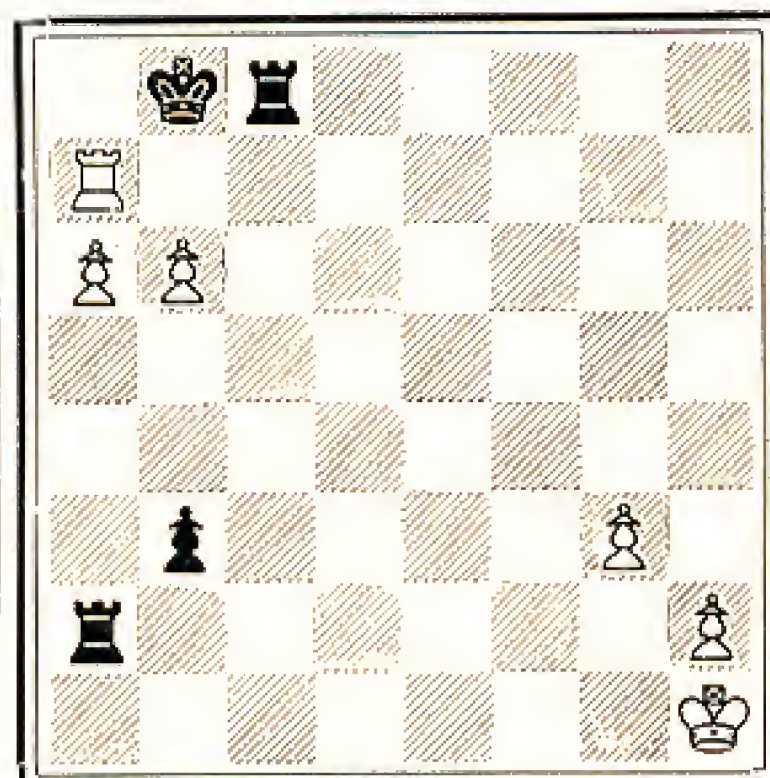
Black draws by perpetual check. Note that a Rook, turned upside down, is used to represent a second Queen.



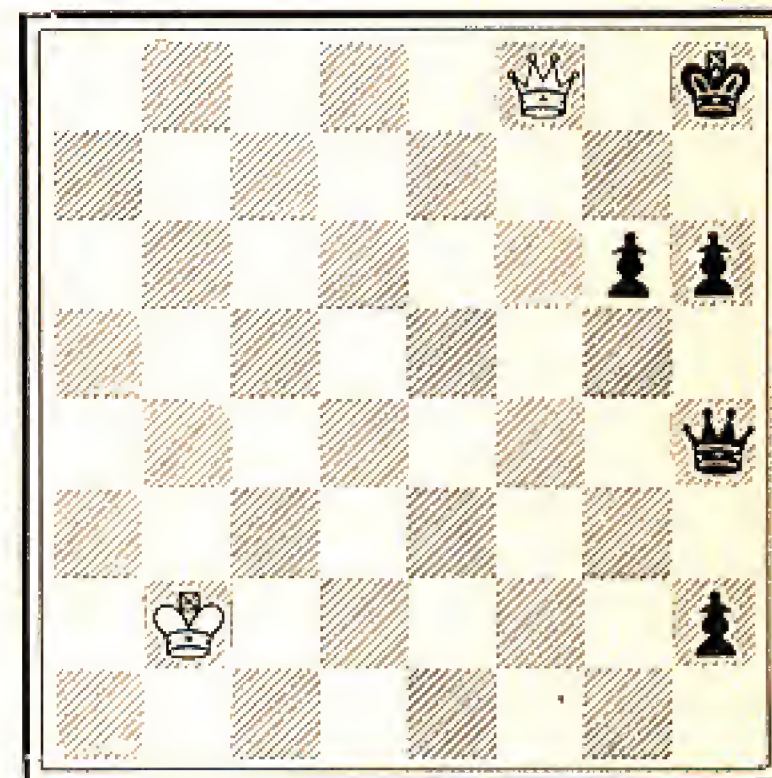
7 In positions like this players agree to a draw. Only an obvious blunder can lose the game.



8 Although White is ahead in material, Black can easily draw this ending. White cannot queen the Pawn.



9 White is a Rook behind and is threatened with immediate checkmate. He saves the game by perpetual check. The White Rook can check indefinitely on the two squares in front of the Black King.



10 Here Black's advantage in material would be overwhelming but White draws by perpetual check. The White Queen can check indefinitely on the 7th and 8th squares of the King-Bishop's file.

Relative Values of the Chessmen



| MAJOR PIECES | | Value |
|--------------|-------|-------|
| Queen | ----- | 9 |
| Rook | ----- | 5 |
| MINOR PIECES | | |
| Bishop | ----- | 3 |
| Knight | ----- | 3 |
| PAWN | ----- | 1 |



Throughout a chess game the men are constantly being exchanged. As the pieces are unequal in value, the player must be able to decide whether exchanges are an "even swap" or whether they are profitable or unprofitable.

Obviously, the Queen is much more valuable than a Rook because the Queen can move in twice as many directions as the Rook. Similarly, the Rook is more valuable than a Bishop or Knight because of its long-range attack on white and black squares.

The composite photo above shows how the different types of chessmen would appear if their sizes corresponded with their "exchanging values." The King is not included as he cannot be exchanged.

Considering the Pawn as the unit of value, a Queen is worth 9 units, a Rook is worth 5 units and a Bishop or Knight is worth 3 units. The Queen and Rooks are known as the "major pieces" while the Bishops and Knights are called "minor pieces." (Although the general term "pieces" is often used when referring to all the chessmen, the same term more specifically refers to the major and minor pieces, in contradistinction to the Pawns.)

Note how the Queen towers above all the other men. The ability to move and capture in all directions makes the Queen the most valuable of all the chessmen. In the center of an open board, the Queen controls no less than 27 squares. No other piece has such power.

If you exchange Queens with your opponent, you are making an even exchange; but if you give up your Queen for any other man you are definitely not getting full value and the sacrifice should cost you the game, unless it enables you to checkmate.

Occasionally, the Queen can be exchanged for two Rooks and this is an approximately even swap. In fact, two Rooks are worth about a Pawn more

than a Queen. There are other combinations of pieces and Pawns roughly equivalent in value to a Queen (three minor pieces plus Pawn; or Rook plus minor piece plus Pawn) but these exchanges are exceptional. The beginner should make sure of getting nothing less than his opponent's Queen for his own Queen and leave the other combinations to more advanced players, unless they are forced upon him.

The Rook is next in value to the Queen. In any position on an open board a Rook controls 14 white and black squares. A Rook is worth a Bishop and 2 Pawns, or a Knight and 2 Pawns; but in actual practice, the Rook is seldom exchanged for anything except the opponent's Rook. However, if you can capture two of your opponent's minor pieces for one of your Rooks, do not hesitate to make the exchange. A Bishop and Knight (or 2 Bishops, or 2 Knights) are worth much more than one Rook.

The Bishop and Knight are approximately equal in exchanging value. Offhand, the Bishop may seem stronger than the Knight. It is true that the Bishop has a longer range and controls more squares (maximum: Bishop 13, Knight 8) but the Bishop is confined to squares of one color and this limitation reduces its value to the equivalent of a Knight. However, two Bishops, controlling both white and black squares, are considered stronger than two Knights.

A Bishop or Knight is worth 3 Pawns, but in practice a minor piece is generally exchanged for another minor piece. Two minor pieces are equal to a Rook plus 2 Pawns and three minor pieces are equal to two Rooks—but such exchanges are unusual. If you capture a Rook with one of your minor pieces you are making a profit; the transaction is called "winning the exchange."

As the Pawn controls only two squares, its capturing power is limited and it is the least valuable of the chessmen, so far as exchanges are concerned. As pointed out previously, however, the general worth of the Pawn should not be underrated. Its potential value for the ending is extremely important as each Pawn is a possible Queen. Moreover, its comparatively low exchanging value makes it an effective unit for both attack and defense. Although the Pawn has a low exchanging value, this does not mean that Pawns can be given away with impunity.

Rule for Exchanging

Always get your money's worth, or better, when making exchanges.

Remember the picture of the **ENORMOUS QUEEN**, the **BIG ROOK**, the **SMALL KNIGHT AND BISHOP**, the **TINY PAWN** and be guided accordingly.

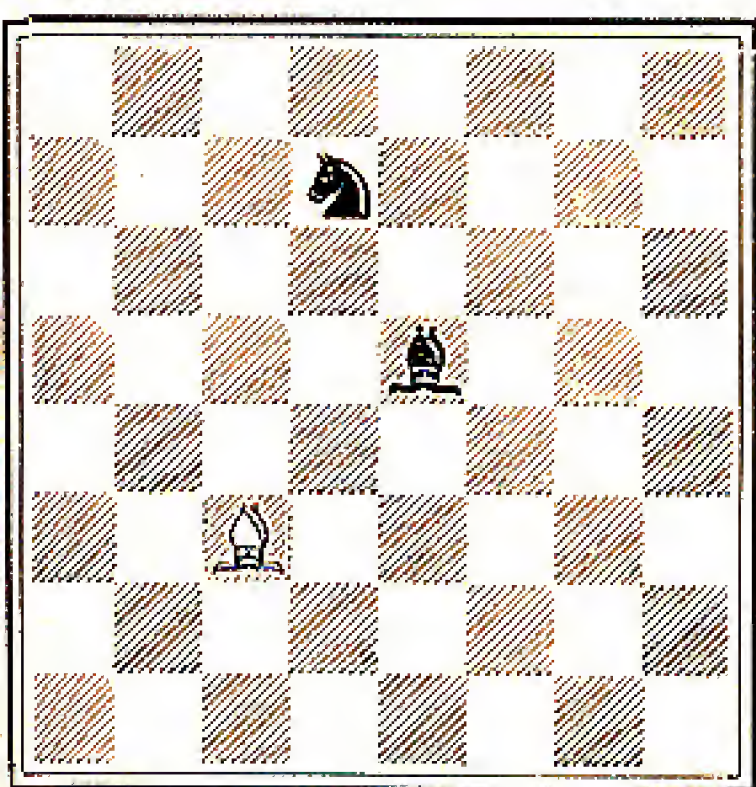
If you exchange Queen for Queen, Rook for Rook, Bishop or Knight for Bishop or Knight, Pawn for Pawn, the result is equal. But if you give up a piece for a less valuable piece, or if you give up

any minor or major piece for a Pawn, you will probably lose the game.

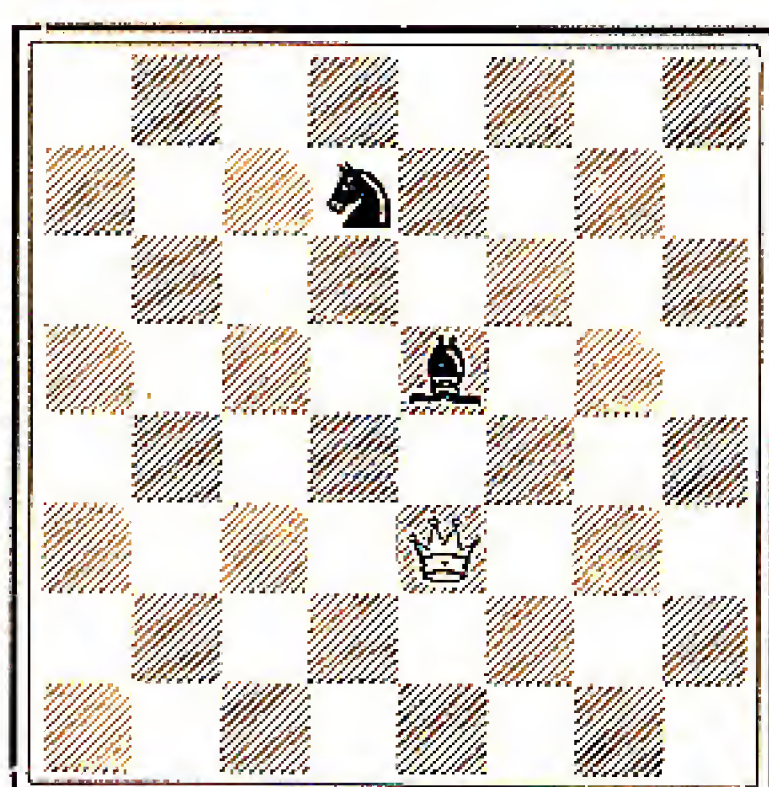
Every rule has exceptions. These exceptions do not prove the rule unsound. They merely demonstrate that other factors have entered into the situation and permit the rule to be broken.

Chess is a charming and imaginative game because the relative values of the men are not static but are influenced by the positions occurring on the board. The beautiful combinations, the brilliant and artistic conceptions created with chessmen, are brought about by sacrifices of material, usually culminating in checkmate. A Queen may be given up to allow a meek little Pawn to administer a crushing blow. A Knight may wreak havoc where a Rook might be helpless. In all such cases, material is deliberately sacrificed with a greater advantage in view.

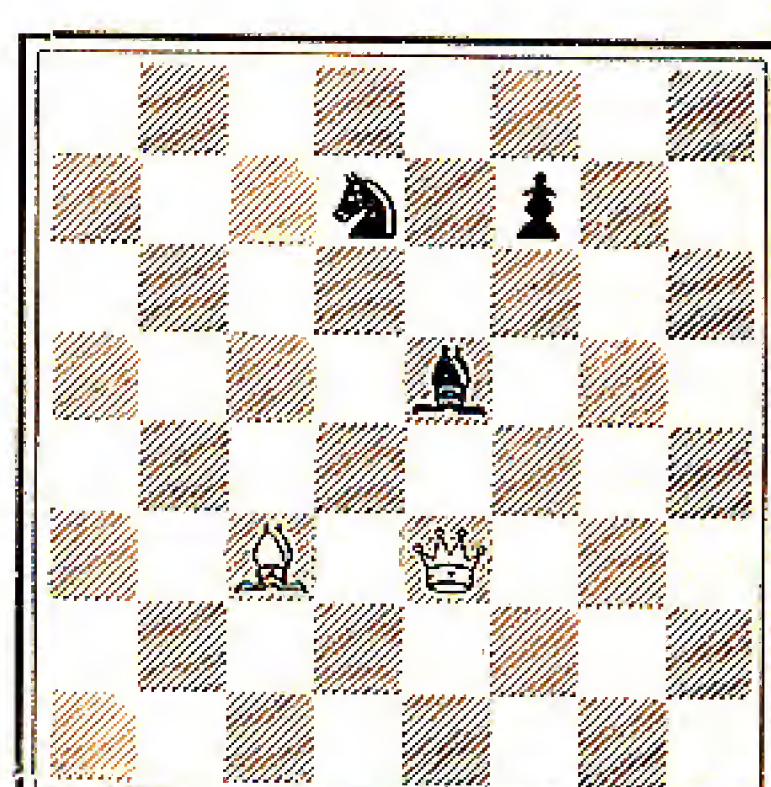
The positional factors which influence the values of the men will be explained later. Meantime, the learner should avoid sacrifices of material unless he clearly sees a continuation which forces checkmate or the regain of material sacrificed. Such continuations must leave the opponent no options, must not depend upon his co-operation.



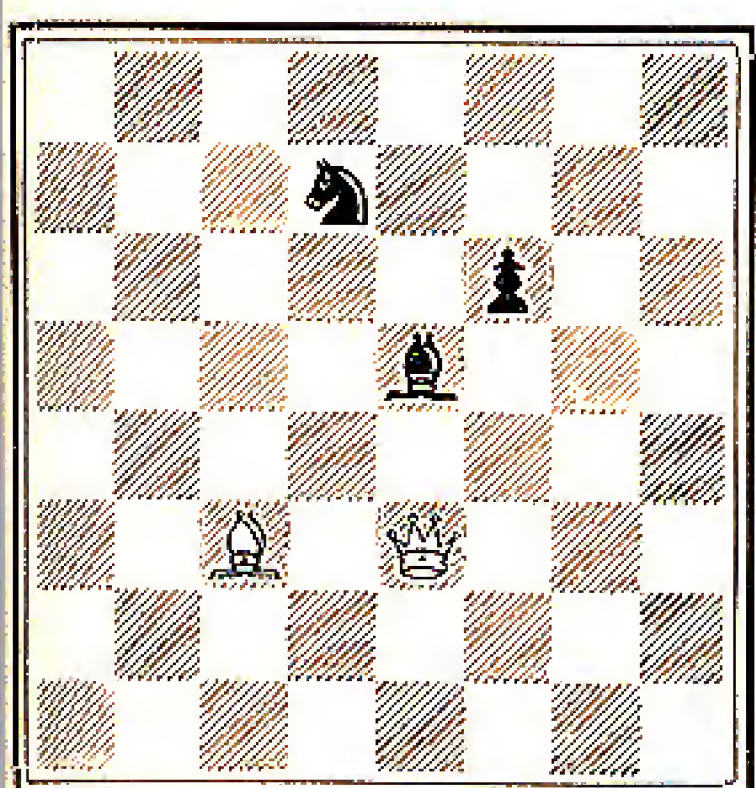
1 An even exchange. If White captures the Bishop, Black can recapture with the Knight. This exchange, and the exchanges in the following diagrams, should be pictured mentally.



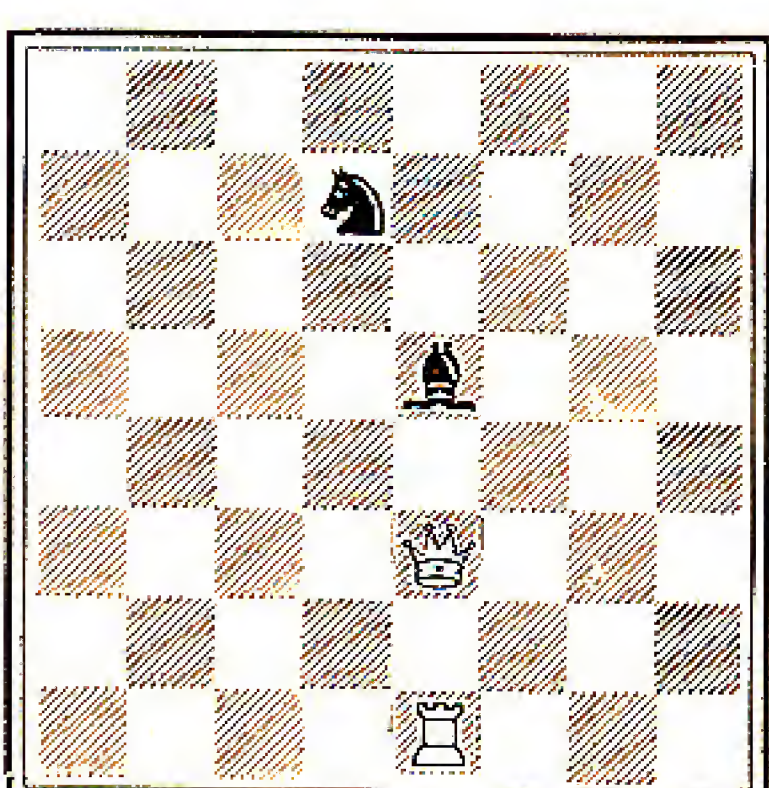
2 An uneven exchange. If the Queen captures the Bishop, the Knight recaptures the Queen. White would lose heavily by this transaction as the Queen is worth more than three minor pieces.



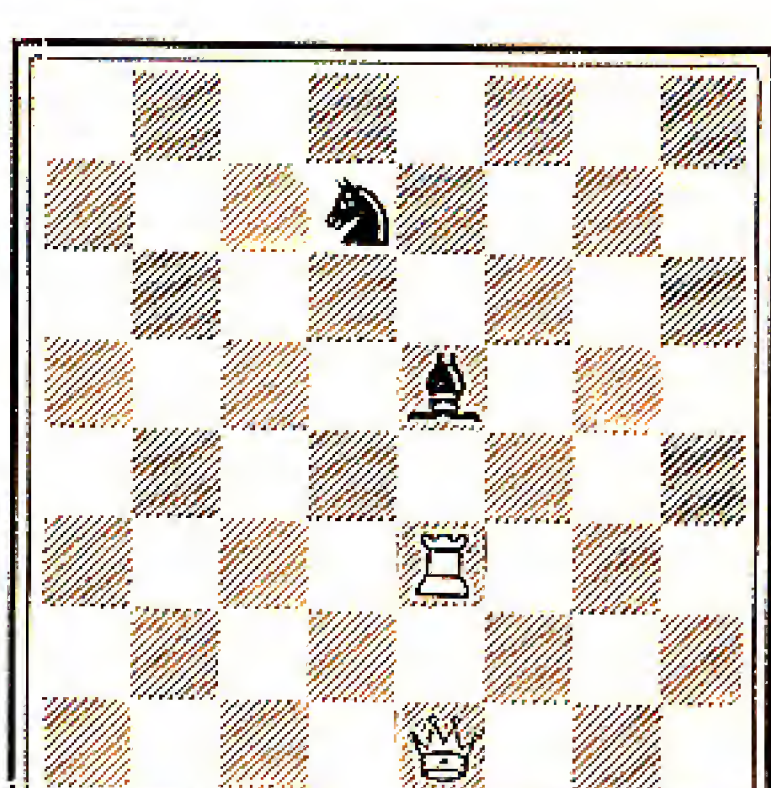
3 White can win a piece because the Black Bishop is attacked twice, defended once, and White can start by playing BxB (Bishop takes Bishop). If Black recaptures, White plays QxKt (Queen takes Knight).



4 Now the Black Bishop is attacked twice, defended twice, so White cannot gain any material advantage. White can exchange Bishops (BxB, KtXB) but if he continues with QxKt the Pawn will recapture his Queen which would be disastrous.



5 The Black Bishop is attacked twice, defended only once, but White cannot win material advantage because the first capture would be with the Queen. Thus, if 1 QxB, KtxQ; 2 RxKt White has exchanged his Queen for a Bishop and Knight — a losing transaction.



6 Similar to the position of diagram 5, but now White can gain a material advantage because the Rook and Queen are transposed. He can exchange his Rook for two minor pieces by playing 1 RxB, KtxR; 2 QxKt. The Bishop and Knight are worth more than the Rook.

What to Do When a Capture Is Threatened

During a game of chess, the players are constantly "threatening" to capture each other's men. Almost every move attacks something or defends an opponent's threat.

The learner must be on his guard against these constant threats. He must not allow his opponent to capture one of his men without being able to capture an equally valuable man in return. In other words, he must avoid the loss of material.

When a capture is threatened, the player under attack usually has a choice of different methods of meeting the attack. The best method is a matter of judgment. At the moment, the important thing to realize is that there are various ways of meeting the threat of capture.

The following possibilities should be considered:

(a) If not already protected, guard the attacked man and permit an exchange, provided the exchange is even or in your favor.

(b) Prevent the capture by interposing another man. Bear in mind that this may permit capture of the interposed unit.

(c) Capture the attacking unit, either with the man under attack or with another of your men.

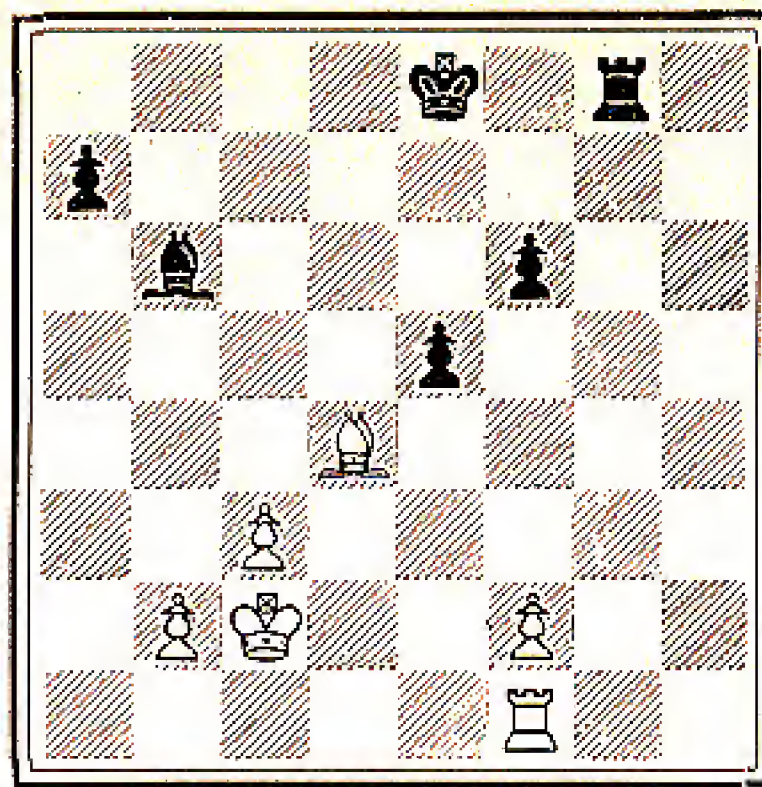
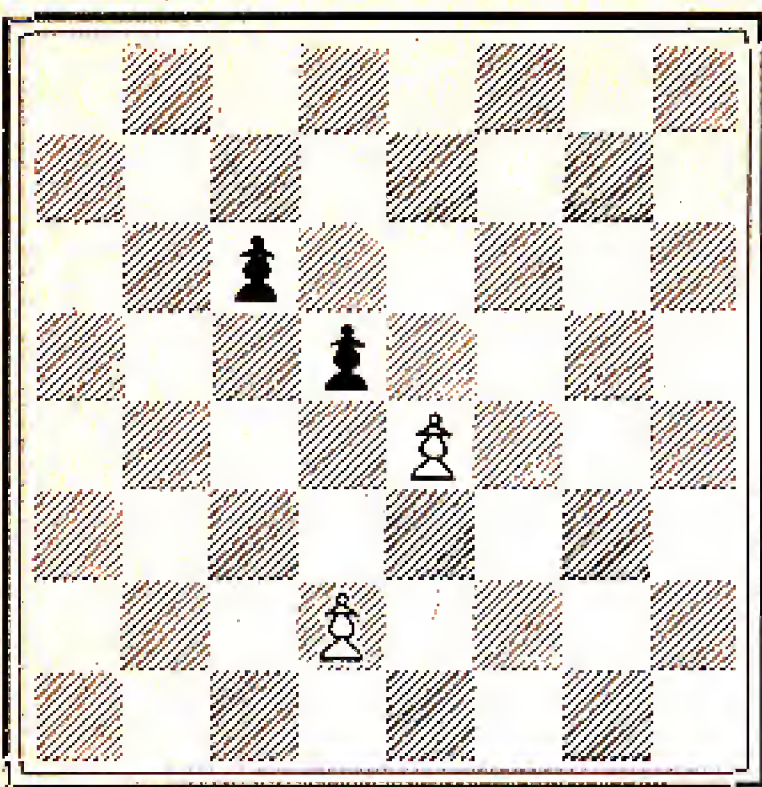
(d) Capture something else with your attacked man—or move it to a vacant square.

(e) Pin the attacker so that the threatened capture becomes illegal or unprofitable.

(f) Counter-attack by capturing elsewhere on the board, checking the opponent's King or making a threat of your own which is at least as dangerous as that of your opponent.

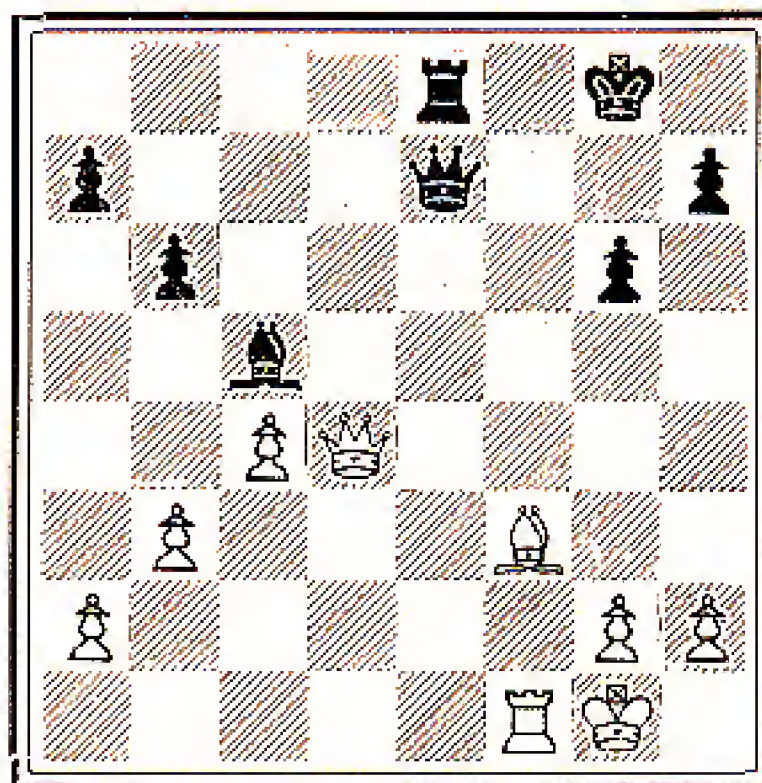
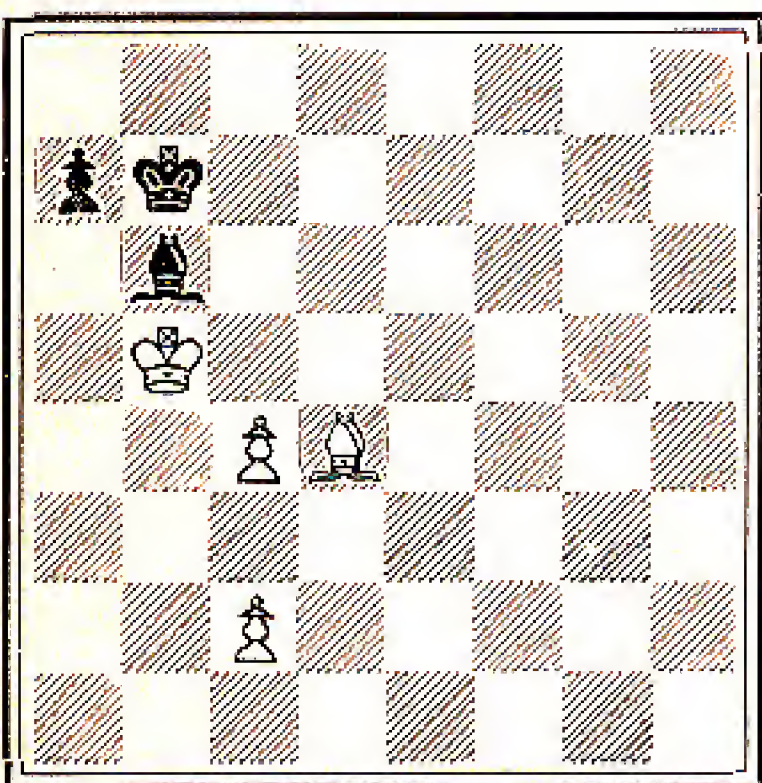
Some examples of the use of these methods are illustrated on this page. On the following page, the opening moves of a game are pictured with captions explaining how the players weigh the possibilities of captures and effects of recaptures at almost every move.

Note that possible moves (including captures) must be visualized mentally before making an actual move—because a move made on the board must stand.



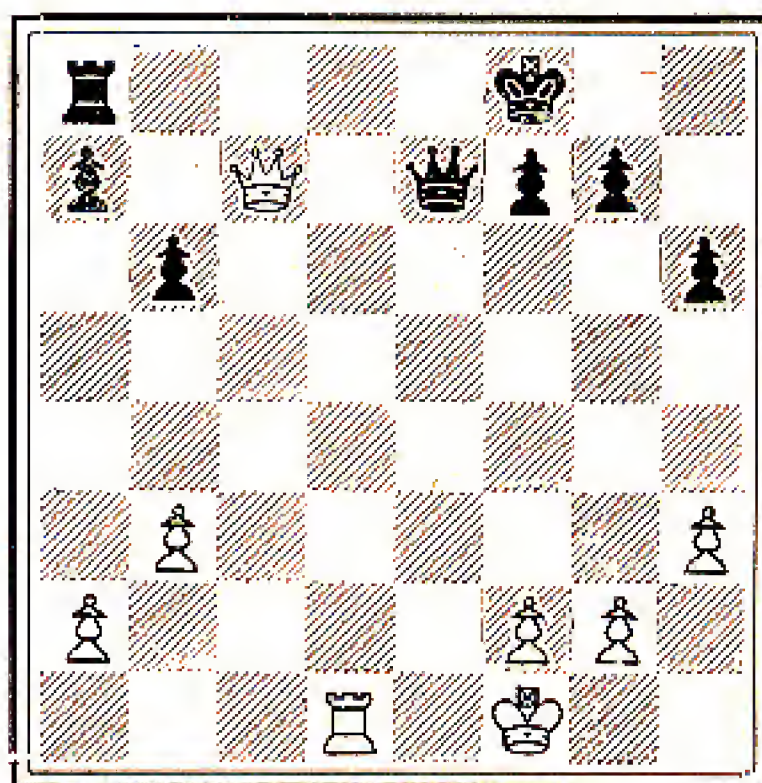
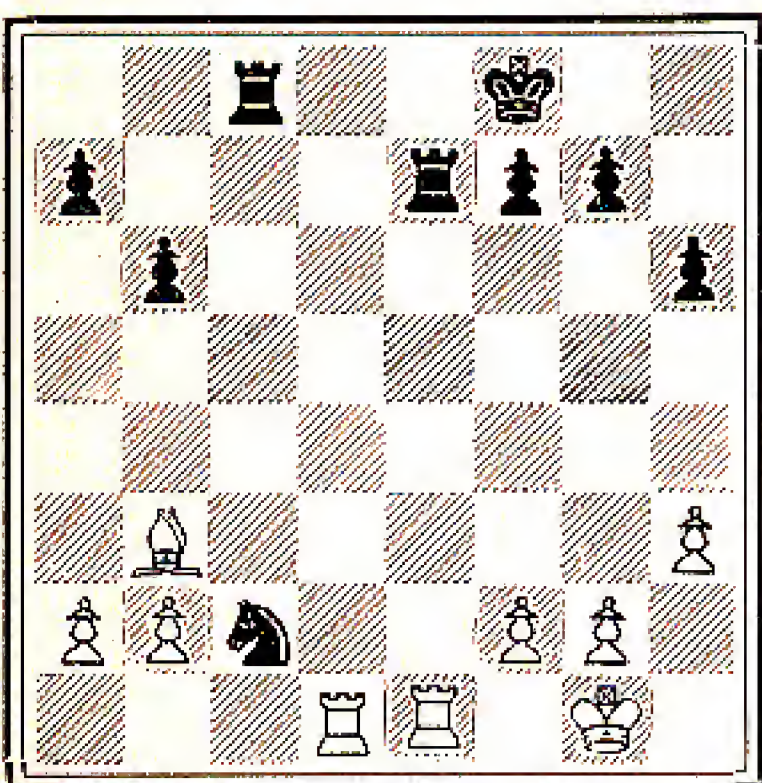
1 Black threatens to capture White's unprotected Pawn. Visualize these options for White: he can guard with his other pawn and permit an exchange; or he can capture the attacking Pawn; or he can move his attacked Pawn forward one square.

2 White must not permit the capture of his Bishop by the Black Pawn. He can capture the enemy Bishop or move his own Bishop back one square allowing Black to exchange; or he can pin the attacking Pawn by moving his Rook one square to the left.



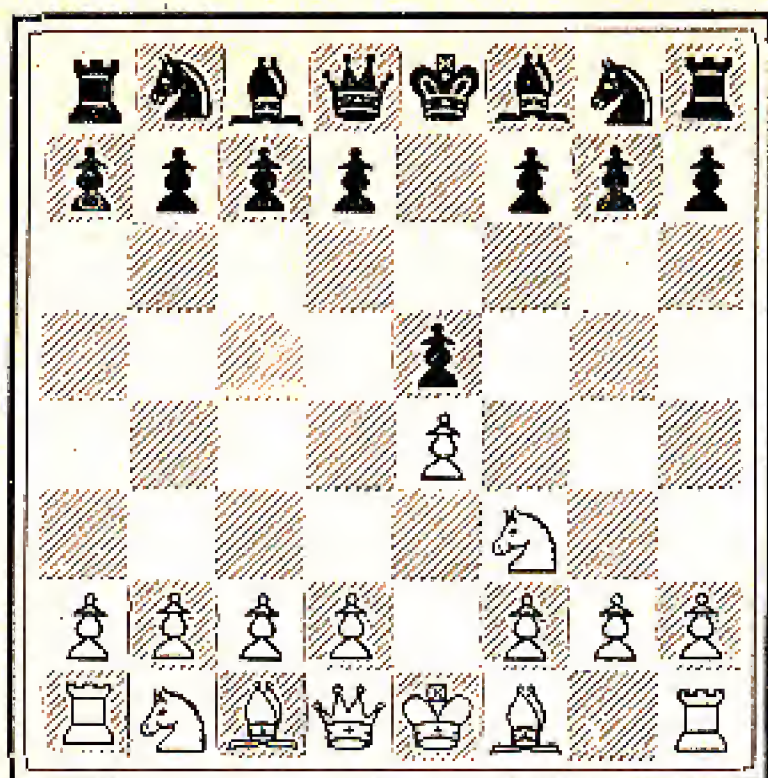
3 Black threatens to capture White's unprotected Bishop. White can permit an exchange by guarding with his Pawn at QB2; or prevent the capture by interposing his other Pawn; or capture the Bishop; or move his Bishop to a vacant square.

4 Black threatens to capture White's Queen with his Bishop and the Queen is pinned, cannot move. Counter-attack is the only way to avoid serious loss. White can play B-Q5ch and the Black Queen must interpose. The counter-attack is successful.

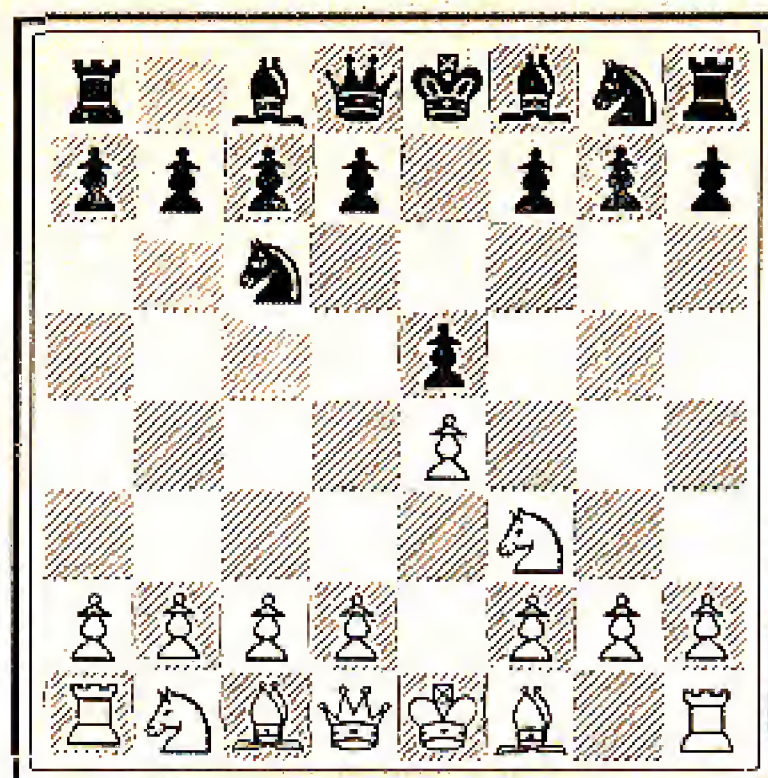


5 White is threatened with the loss of a piece as one of his Rooks is attacked twice, defended once. He can capture the Knight with his Bishop, or capture the Rook with his own Rook; or move the attacked Rook one square to the right.

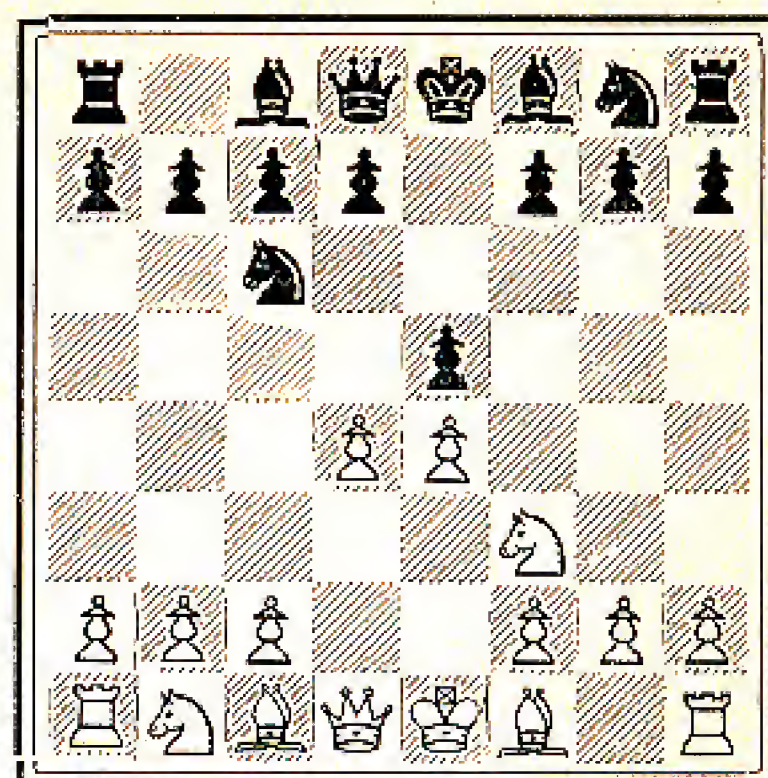
6 Black threatens to capture White's unprotected Queen with his own Queen. White can guard and permit an exchange by moving his Rook one square to the left; or he can capture the Black Queen; or he can interpose his Rook.



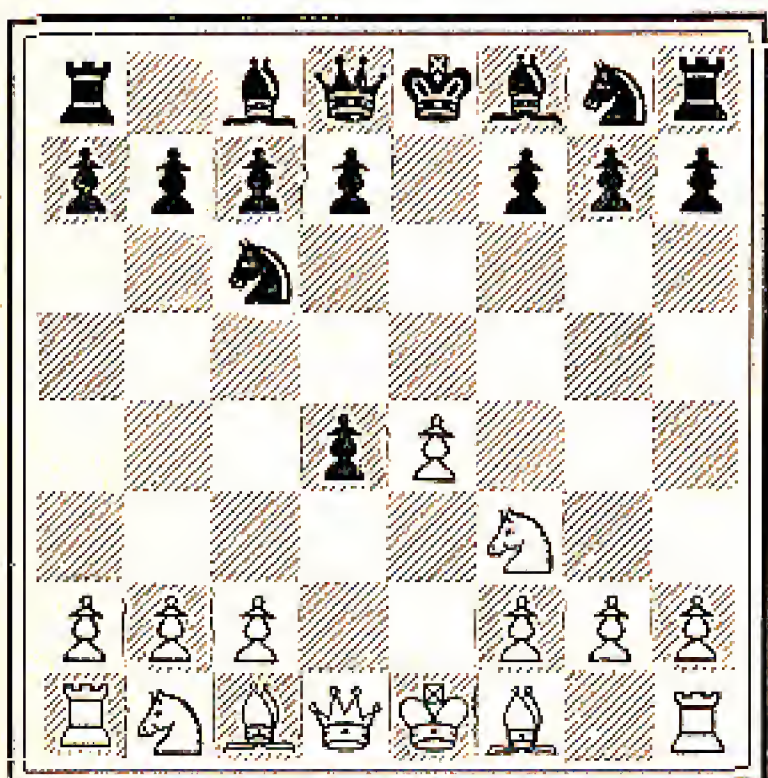
1 This game has begun with the moves 1 P-K4, P-K4; 2 Kt-KB3. White is now threatening to capture Black's Pawn. The Pawn is unprotected so Black must meet this threat or lose material. Black can counter-attack by playing Kt-KB3 or he can guard the Pawn.



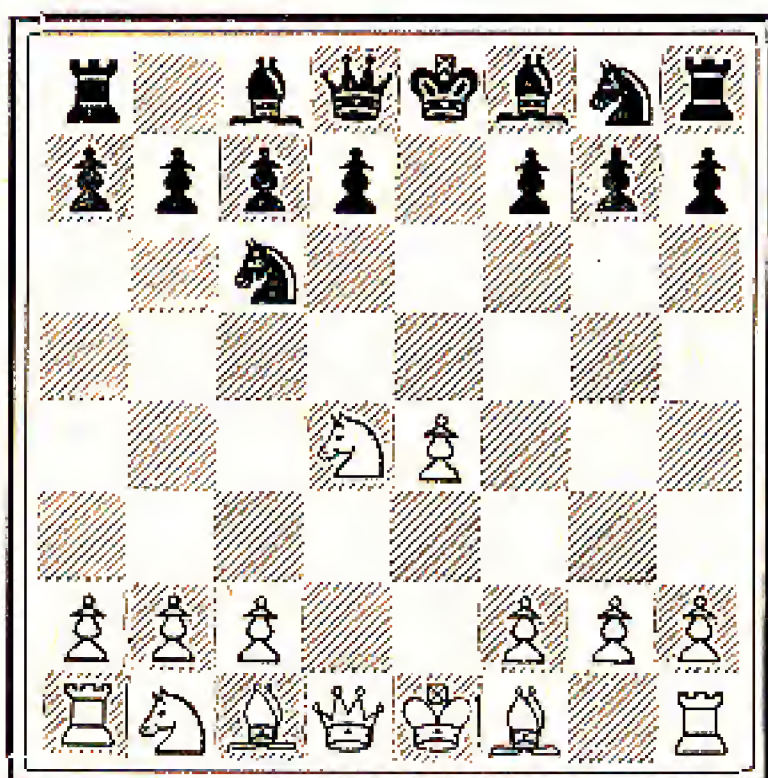
2 Black has played 2... Kt-QB3. This defends the threatened Pawn. If White, on his next move, were to play KtxP, Black would capture the Knight, gaining a Knight for a Pawn. The players must visualize these captures and recaptures without touching the pieces.



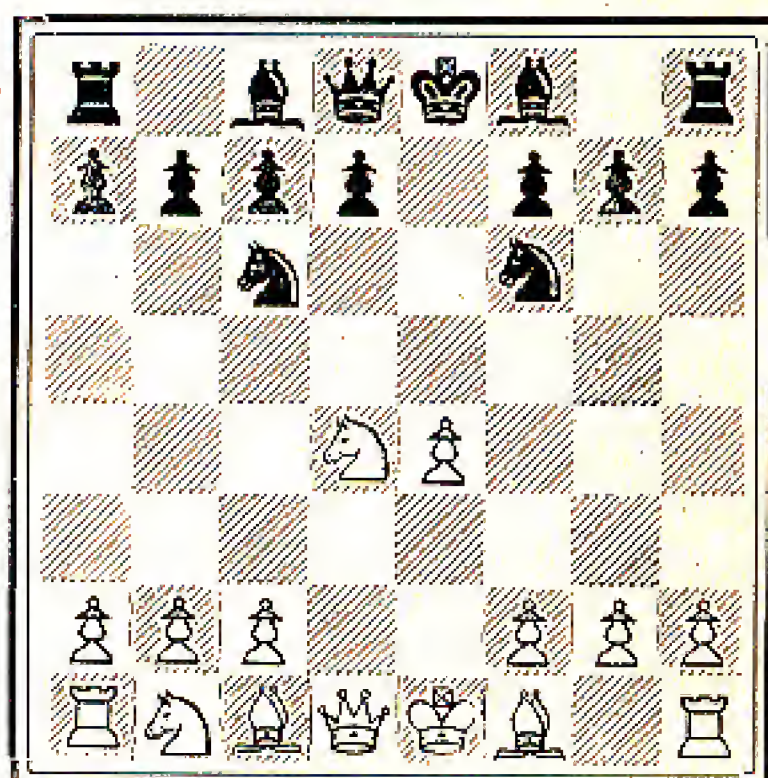
3 Now White has played 3 P-Q4. With this move he attacks the Black Pawn a second time. It is attacked twice, defended once. Hence, White threatens to win a Pawn. Black now considers the various ways of meeting this new threat before making his move.



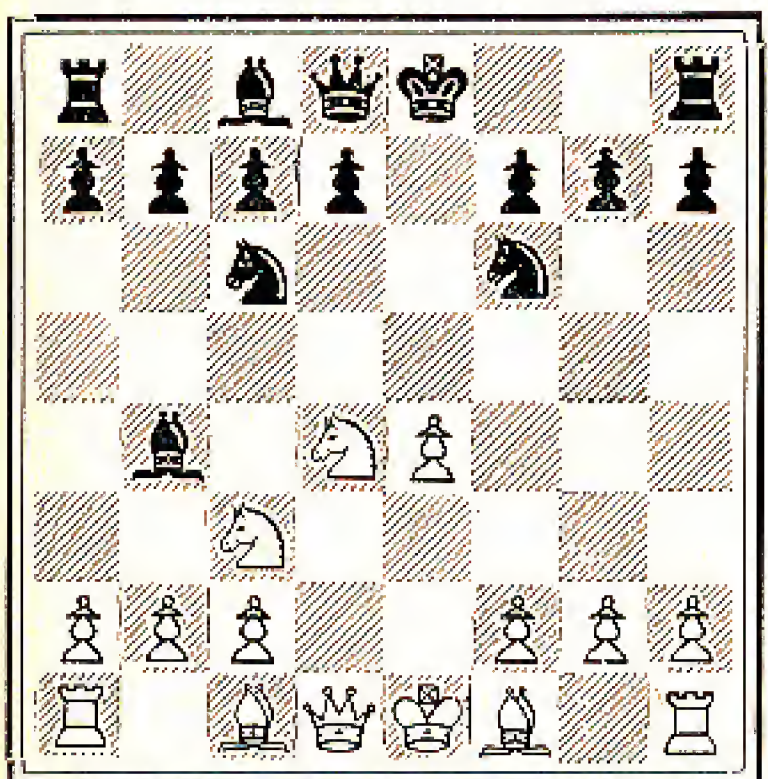
4 Black has played 3... PxP capturing one of the attacking men with the threatened Pawn itself. Refer again to diagram 3 and note that Black had other ways of meeting the threat. He could have defended the Pawn a second time or captured with the Knight—but he chose best.



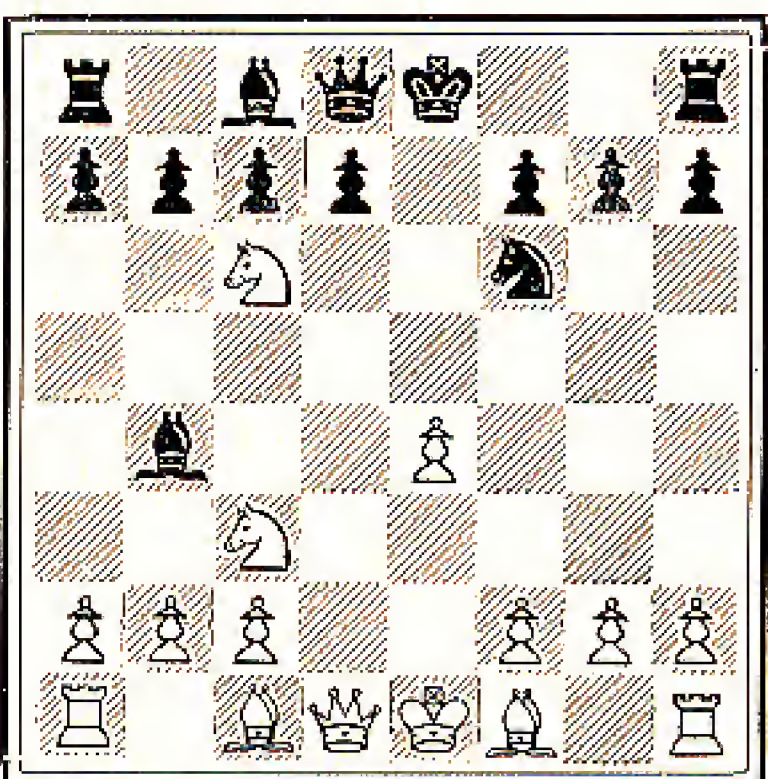
5 White has played 4 KtxP, completing the exchange of Pawns. Black now realizes that White can capture his Knight but the threat is not serious as the Black Knight is protected. He could exchange Knights himself but nothing would be gained so he develops a piece.



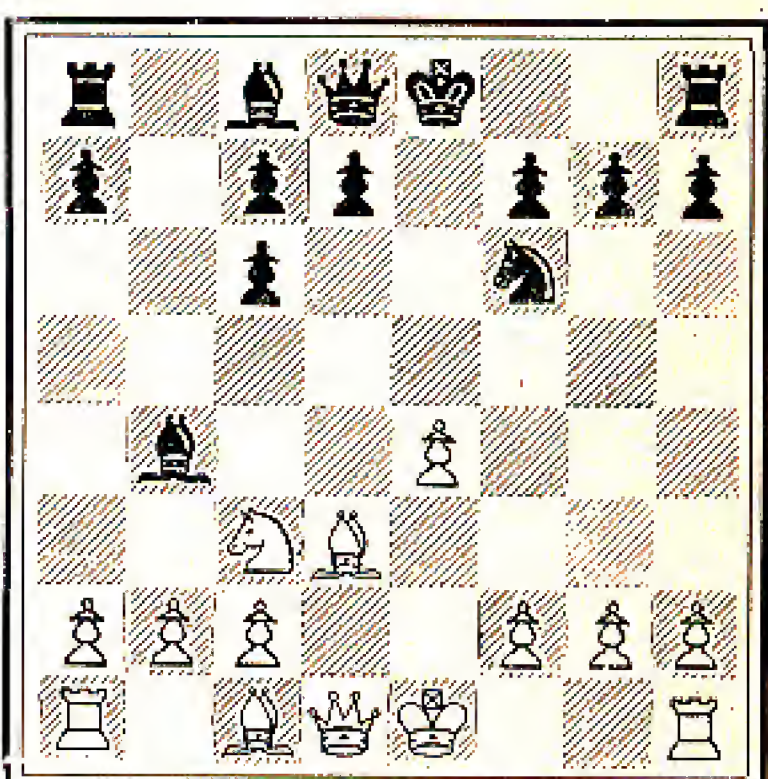
6 Black has played 4... Kt-B3 and is now threatening two captures (KtxKt and KtxP). The White Knight is guarded by the Queen but the Pawn is unprotected. White has various ways of meeting the new threat, decides to defend his Pawn and develop a piece.



7 White has played 5 Kt-QB3 (defending the Pawn) and Black has played 5... B-Kt5. White's Queen-Knight is now completely pinned and no longer defends the threatened Pawn. Any move by the QKt would be illegal as it would expose the King to check.



8 White has played 6 KtxKt. See diagram 7 and note that Black was threatening three captures but the main threat was KtxP. White has now answered this dangerous threat with a counter-attack. Black's Knight has been captured and his Queen is attacked.



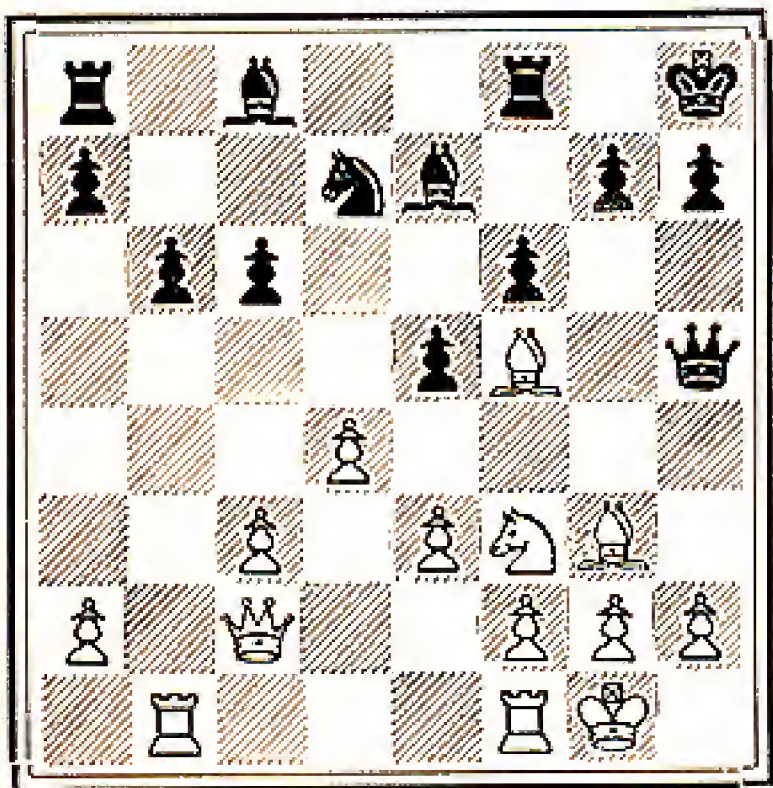
9 Black has played 6... KtPxKt and White has played 7 B-Q3. Black was forced to answer the counter-attack and now his two remaining threats are defended. Only a few moves have been played but enough to show that the fighting begins early in the game.

Games from Mar del Plata, 1943

As reported last month, the tourney recently concluded at Mar del Plata, Argentina, was won by Miguel Najdorf of Poland, with Stahlberg of Sweden in second place. These masters as well as others were stranded in Argentina at the outbreak of the war.

CAMBRIDGE SPRINGS DEFENSE

| Najdorf | Guimard |
|-----------|---------|
| White | Black |
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | Kt-KB3 |
| 4 B-Kt5 | QKt-Q2 |
| 5 P-K3 | P-B3 |
| 6 Kt-B3 | Q-R4 |
| 7 PxP | KtxP |
| 8 Q-Q2 | B-Kt5 |
| 9 R-B1 | P-B3 |
| 10 B-R4 | O-O |
| 11 B-Q3 | KtxKt |
| 12 PxKt | B-R6 |
| 13 QR-Kt1 | Q-R4 |
| 14 B-Kt3 | B-K2 |
| 15 Q-B2 | K-R1 |
| 16 O-O | P-K4 |
| 17 B-B5 | P-QKt3 |



| | |
|--|--------|
| 18 Kt-R4 | P-KKt4 |
| White threatened 19 BxRP, QxB; 21 Kt-Kt6ch. | |
| 19 Kt-B3 | R-Q1 |
| 20 PxP | P-Kt5 |
| 21 PxP | BxP |
| 22 Kt-Q4 | Kt-K4 |
| 23 B-K4 | B-R3 |
| 24 KR-Q1 | QR-B1 |
| 25 Q-R4 | |

The badly-compromised Black position now collapses.

| | |
|----------|---------|
| 25 | B-B5 |
| 26 QxRP | R-R1 |
| 27 QxP | QR-Kt1 |
| 28 QxR | RxQ |
| 29 RxRch | B-Kt1 |
| 30 KtxP | Kt-B2 |
| 31 R-Q5 | Kt-Kt4 |
| 32 Kt-K7 | Resigns |

For if 32 ... BxKt; 33 B-K5ch and mate next move.

QUEEN'S INDIAN DEFENSE

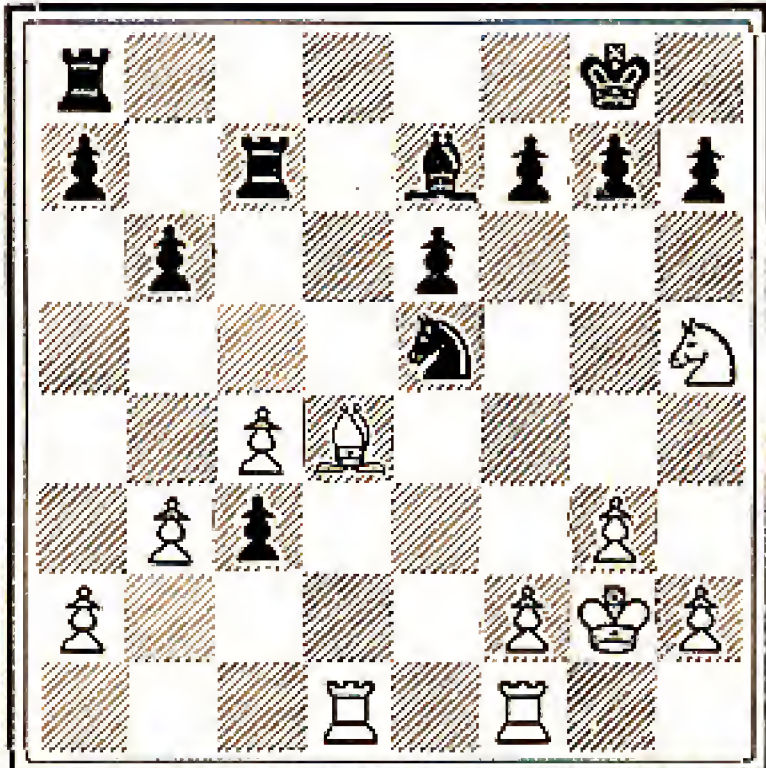
| Rossetto | Stahlberg |
|----------|-----------|
| White | Black |
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-KB3 | P-QKt3 |
| 4 P-KKt3 | B-Kt2 |
| 5 B-Kt2 | B-K2 |
| 6 Kt-B3 | Kt-K5 |
| 7 Q-B2 | KtxKt |
| 8 QxKt | O-O |
| 9 O-O | P-Q3 |
| 10 Kt-K1 | BxB |
| 11 KtxB | B-B3 |
| 12 P-K4 | Kt-Q2 |
| 13 B-K3 | P-B4 |
| 14 QR-Q1 | Q-B2 |
| 15 P-K5 | |

An error both of tactics and strategy. In addition to the line chosen, Black could have played 15 ... PxKP; 13 PxKP, KtxP; 14 B-B4, P-KKt4!

| | |
|----------|----------|
| 15 | PxQP |
| 16 PxP | PxQ |
| 17 PxQ | Kt-K4 |
| 18 P-Kt3 | Kt-B6ch! |
| 19 K-R1 | KR-B1 |

The Black advanced pawn is now a terrible threat, whereas the White advanced pawn cannot be saved. 20 R-Q7 is useless because of Kt-K4.

| | |
|----------|-------|
| 20 Kt-B4 | RxP |
| 21 K-Kt2 | Kt-K4 |
| 22 Kt-R5 | B-K2 |
| 23 B-Q4 | |



Apparently trapping the intruder. But ...

| | |
|----------|-------|
| 23 | P-B7 |
| 24 R-B1 | KtxP! |
| 25 PxKt | |

Of course not 26 RxP, Kt-K6ch!

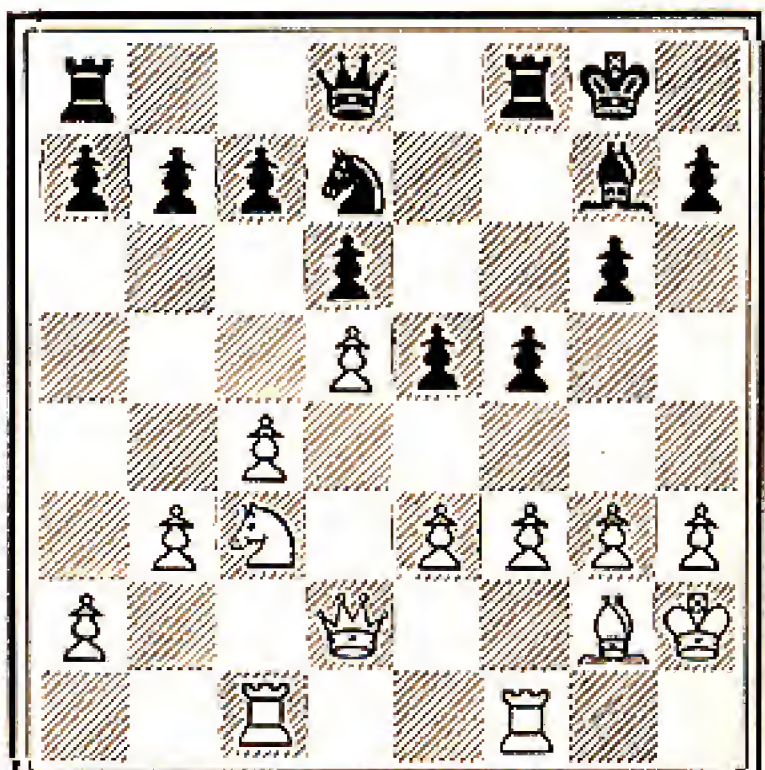
| | |
|-----------|-------|
| 25 | RxP |
| 26 BxKKtP | B-R6 |
| 27 B-R6 | BxR |
| 28 RxB | R-Q1 |
| 29 Kt-B4 | R-Q8 |
| 30 Kt-K2 | P-Kt4 |

White is helpless against the advance of the pawns.

| | |
|-----------|-------|
| 31 Kt-Kt1 | P-R4 |
| 32 Kt-B3 | RxR |
| 33 BxR | R-QR5 |
| 34 K-B1 | RxP |
| 35 K-K2 | P-Kt5 |
| 36 Kt-Q4 | P-K4 |
| Resigns | |

KING'S INDIAN DEFENSE

| Guimard | Czerniak |
|----------|----------|
| White | Black |
| 1 P-Q4 | Kt-KB3 |
| 2 Kt-KB3 | P-KKt3 |
| 3 P-B4 | B-Kt2 |
| 4 P-KKt3 | O-O |
| 5 B-Kt2 | P-Q3 |
| 6 O-O | KKt-Q2 |
| 7 Kt-B3 | P-K4 |
| 8 B-K3 | Kt-QB3 |
| 9 Q-Q2 | Kt-Kt3 |
| 10 P-Kt3 | B-Kt5 |
| 11 P-Q5 | Kt-K2 |
| 12 P-KR3 | BxKt |
| 13 PxB | Kt-B4 |
| 14 QR-B1 | Kt-Q2 |
| 15 K-R2 | KtxB |
| 16 PxKt | P-KB4 |



Black now has a good game and threatens to constrict White still more by advancing the KKt and KR pawns.

| | |
|---------|------|
| 17 P-B4 | P-K5 |
|---------|------|

A glaring strategic error. White is relieved of the danger of direct attack on his king, and himself has the possibility of an eventual break by P-KKt4.

| | |
|-----------|-------|
| 18 Kt-K2 | P-QR4 |
| 19 Kt-Q4 | Kt-B4 |
| 20 R-KKt1 | P-R4 |
| 21 B-B1 | Q-K2 |
| 22 R-Kt1 | KR-K1 |
| 23 B-K2 | K-B2 |
| 24 P-R3 | R-R1 |
| 25 Kt-Kt5 | Q-Q1 |
| 26 R-KKt2 | P-Kt3 |
| 27 K-Kt1 | K-K1 |

Thus Black has uncastled by hand! The King seeks to relieve

the Queen of the duty of guarding the BP.

28 Q-K1

K-Q2

29 P-QKt4

PxP

30 PxP

Kt-Kt2

31 Q-Q2

R-R8

32 RxR

BxR

33 Q-R2

Q-R1

34 B-Q1

B-B3

QxQ seems to offer better prospect of defense.

35 B-R4!

K-B1

With a winning superiority on the queen side, White now locks up the king side to forestall a counterattack there.

36 P-R4

Kt-Q1

37 Q-Kt3

Kt-B2

38 R-R2

Kt-Q1

39 KtxPch

PxKt

40 B-Q7ch

K-Kt1

41 RxQch

KxR

42 Q-R4ch

Resigns

QUEEN'S PAWN OPENING

Czerniak

Michel

White

Black

1 P-QB4

P-K3

2 Kt-QB3

P-Q4

3 P-Q4

P-QB4

4 PxQP

KPxP

5 Kt-B3

Kt-QB3

6 P-KKt3

Kt-B3

7 B-Kt2

B-K2

8 O-O

O-O

9 B-Kt5

B-K3

10 R-B1

Kt-K5

11 BxB

QxB

12 PxP

KR-Q1!

13 Kt-Q4!

KtxQBP

14 KtxKt!

PxKt

15 Q-Q4

QR-B1

White threatened 16 KtxP!

16 KR-Q1

P-B4

17 P-QKt4

Kt-K5

18 Kt-R4

B-B2

19 R-B2

Kt-Q3

20 KR-QB1

.....

In a later game of the tourney Najdorf played 20 P-K3, which seems to be essential in this variation.

20

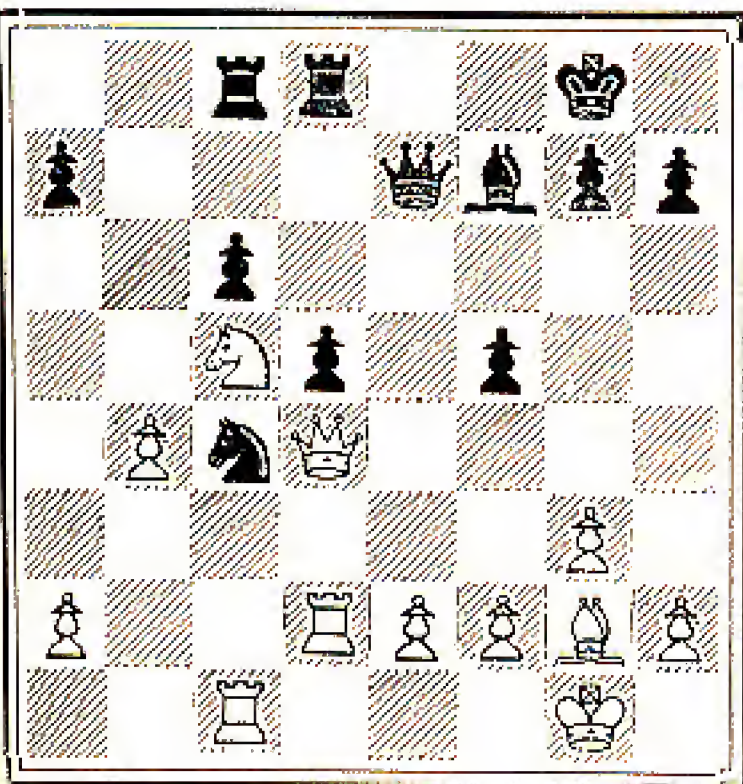
Kt-B5

21 Kt-B5

Kt-R6!

22 R-Q2

Kt-B5



23 R(2)-Q1!?

Sacrificing a pawn to plant a rook on the seventh rank.

23

QxP

24 R-K1

QxP

25 R-K7

Q-Q7

26 QxQ

KtxQ

27 RxP

R-Kt1

28 Kt-Kt7!

R-Q2

29 RxP!

P-Kt3

Not 29 ... RxKt; 30 RxR, RxR; 31 R-B8ch winning.

30 R-Kt6

R-K1

Useless is 30 ... Kt-B5, 31 Kt-B5!

31 R-R1

R(2)-K2

32 P-B4?

.....

A decisive error. Correct was P-R4. Now Black gets an overwhelming attack.

32

R-Kt1

33 R-R7

R-K8ch

34 K-B2

R(1)-K1

35 B-B3!

KtxB!

36 KxKt

P-Q5

Threatening B-Q4ch and mate next move.

37 R-Q6

R(1)-K6ch

38 K-Kt2

R(6)-K7ch

39 K-B3

P-Kt4!

40 P-Kt4

R-K6ch

41 K-B2

R(6)-K7ch

42 K-B3

R-Q7

43 R-R3

R(8)-K7

44 PxKtP

R-B7ch

45 K-Kt3

P-B5ch

46 K-R4

RxPch

47 R-R3

RxRch

48 KxR

B-B5

49 P-Kt6

P-R3!!

Resigns

For if 50 P-Kt5, P-R4! and still the king has no escape.

NIMZOVICH DEFENSE

Stahlberg

Villegas

White

Black

1 P-Q4

Kt-KB3

2 P-QB4

P-K3

3 Kt-QB3

B-Kt5

4 Q-B2

P-Q3

5 B-Kt5

P-KR3

6 B-R4

QKt-Q2

7 P-K3

Q-K2

8 Kt-K2

P-B3

9 P-QR3

B-R4

10 P-B3

O-O

This ill-considered move allows White to launch a fierce attack.

11 O-O-O!

P-Q4

12 P-K4

PxKP

13 KtxP

P-KKt4

Weakening the king side, but against passive defense White advances P-KKt4 and Kt5.

14 KtxKtch

KtxKt

15 B-Kt3

P-Kt4

16 P-KR4

P-KKt5

17 P-R5!

Kt-R2

18 B-R4

Q-K1

19 Kt-Kt3

PxKBP

20 PxBP

P-KB4

21 R-Kt1

K-R1

22 Kt-K2

R-KKt1

23 RxRch

KxR

24 Kt-B4

P-R3

25 Q-Kt2ch

K-R1

26 Kt-Kt6ch

K-Kt1

27 B-Q3!

R-R2

28 Kt-K7ch

K-R1

29 R-Kt1

Kt-Kt4

30 BxKt

PxB

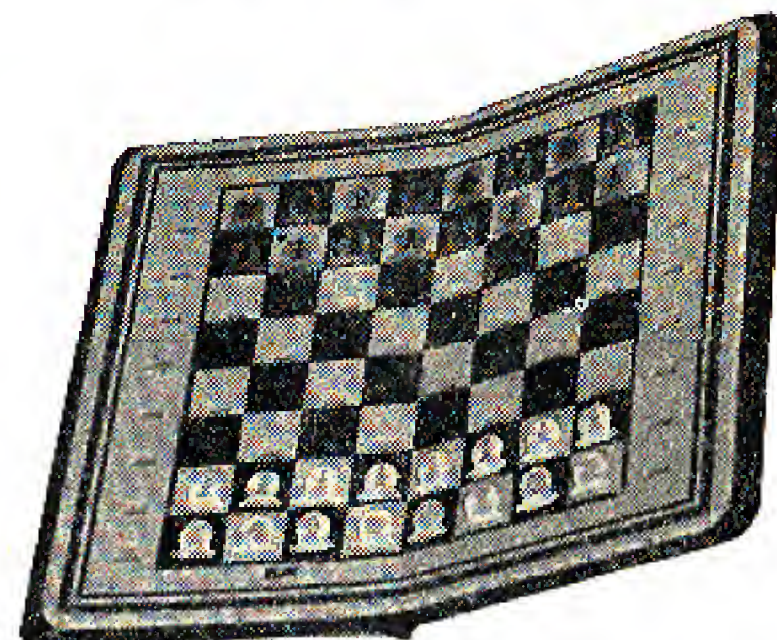
31 QxP

Resigns

For 31 ... RxKt fails against 32 Q-R6ch, R-R2; 33 Q-B6ch.

HORN POCKET CHESS SETS

Designed to easily fit the pocket, these pocket chess sets measure 3¾" x 6½" when closed—7½" x 6½" when open. The playing board is 5¼" x 5¼". Each square slotted to hold flat celluloid chess piece. Slots at side for captured pieces.



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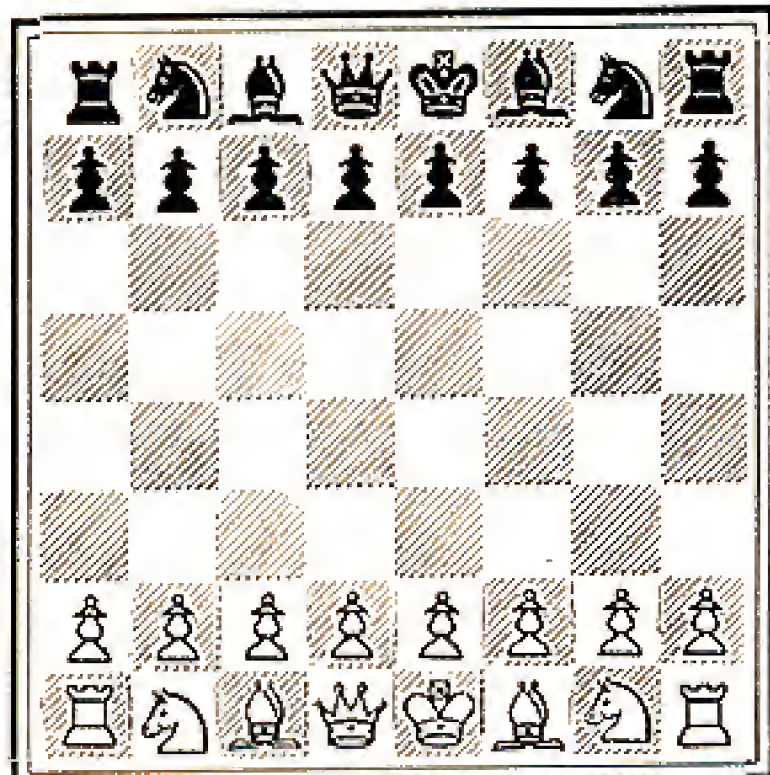
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CHESS MOVIES

Arranged by Kenneth Harkness

Subtitles by Geoffrey Mott-Smith

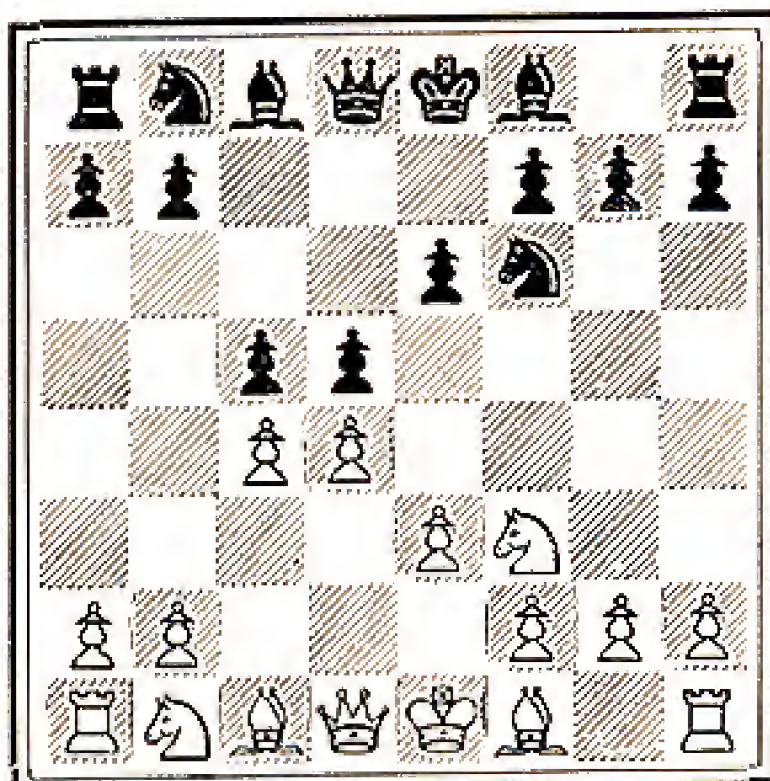
You need no chessboard or pocket set to enjoy this "movie" of a brilliant master chess game. With the aid of the diagrams, picturing the positions after every two or three moves, you can play the game mentally from beginning to end. The comments under each diagram explain the moves made in the position pictured. Follow the diagrams from left to right (on each page), beginning with Diagram No. 1. This method of presentation affords excellent practice in visualizing two or three moves ahead.



1 The game commences as a Queen's Pawn Opening . . .

- | | |
|----------|--------|
| 1 P-Q4 | P-Q4 |
| 2 Kt-KB3 | P-QB4 |
| 3 P-B4 | P-K3 |
| 4 P-K3 | Kt-KB3 |

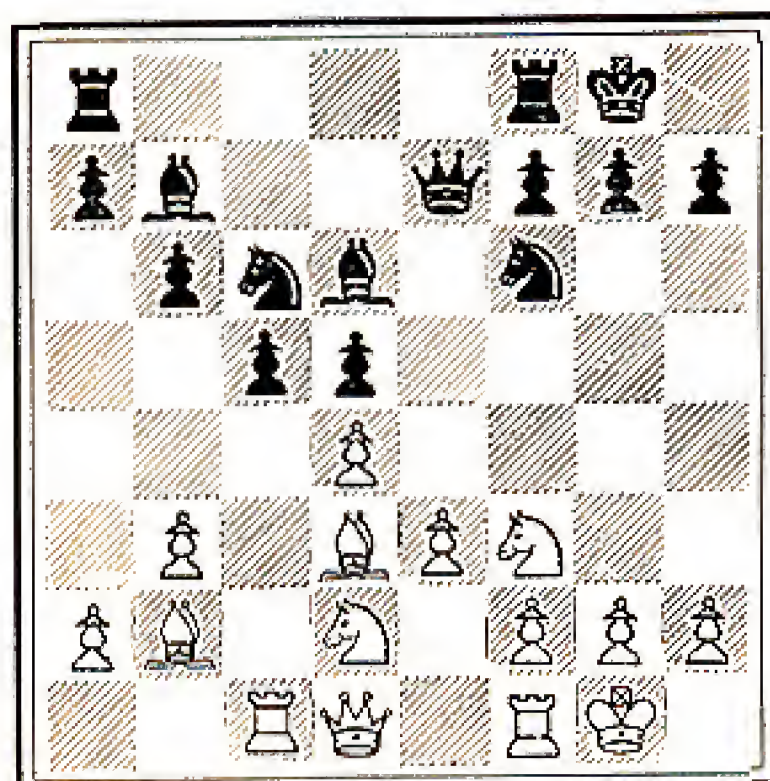
... reaching a standard position of the defense favored by Dr. Tarasch. (See diagram 2.)



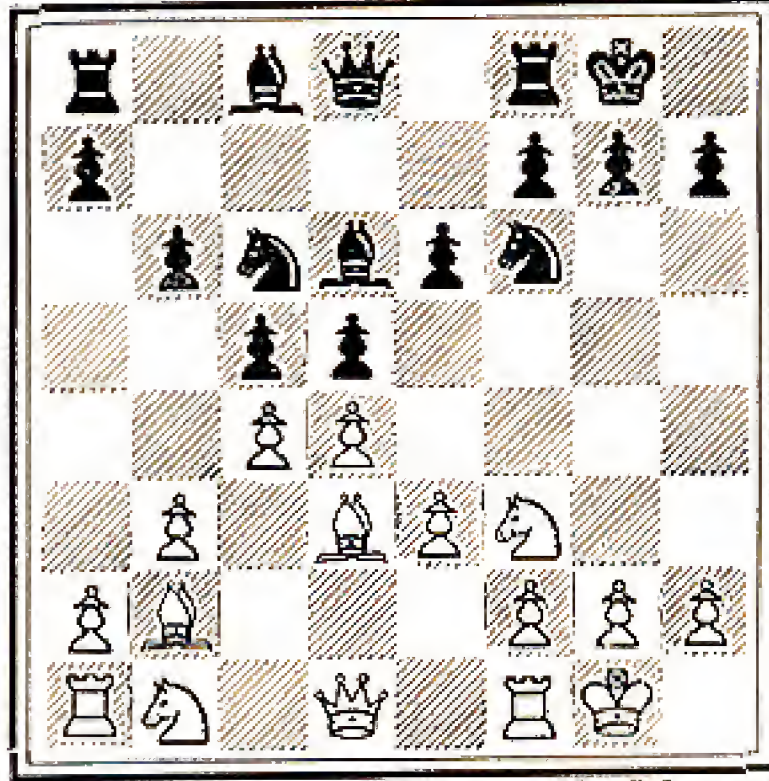
2 The development continues along symmetrical lines.

- | | |
|----------|--------|
| 5 B-Q3 | Kt-B3 |
| 6 O-O | B-Q3 |
| 7 P-QKt3 | O-O |
| 8 B-Kt2 | P-QKt3 |

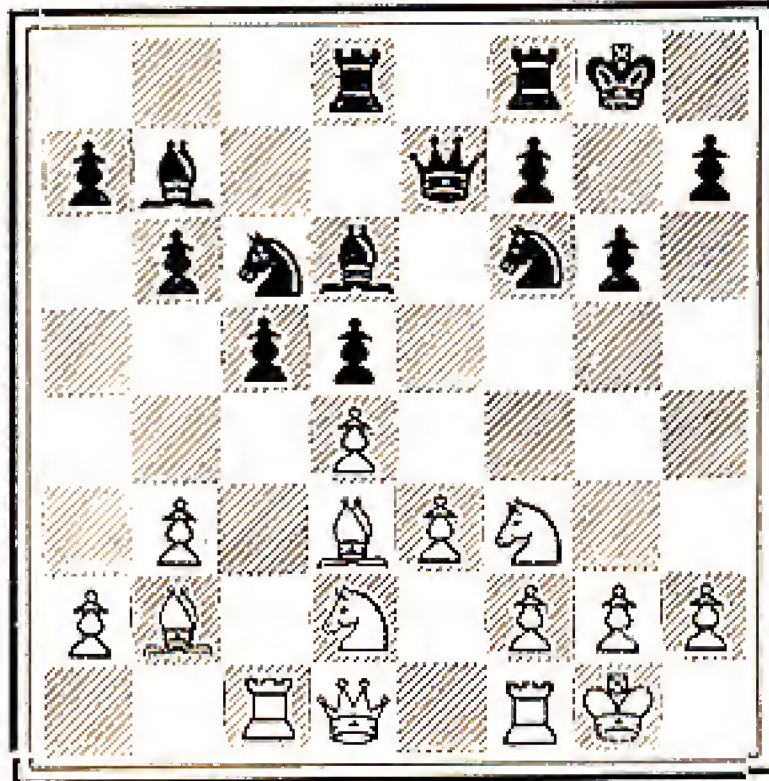
Now White could preserve the symmetry by 9 Kt-B3.



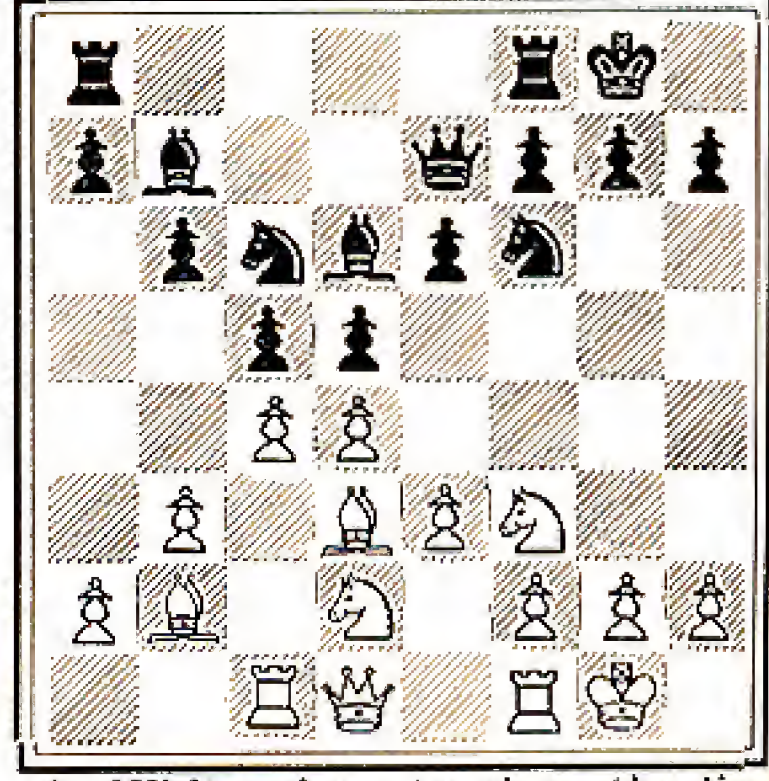
5 As the second step, White plays Kt-R4. The threat of posting this Kt on B5 practically forces Black's response of P-Kt3. White then returns the Kt to B3, happy to have forced a breach on the diagonal. Black then plays QR-Q1.



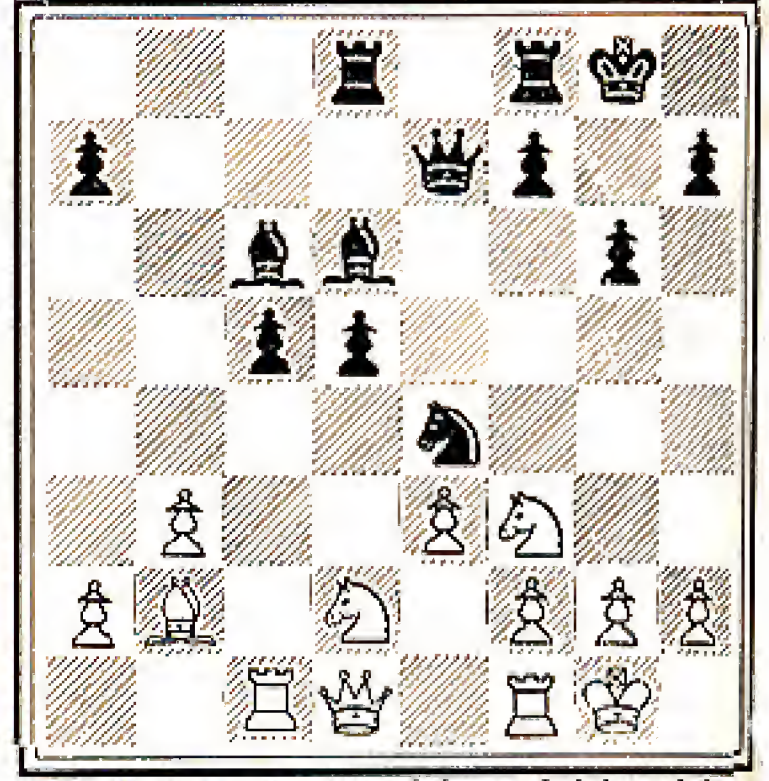
3 Instead he plays QKt-Q2 and Black replies with B-Kt2. Then White brings his Rook to B1 and Black plays Q-K2. The position after these moves is given in diagram 4. White has maintained open lines for his QB and R by placing his QKt at Q2 instead of B3.



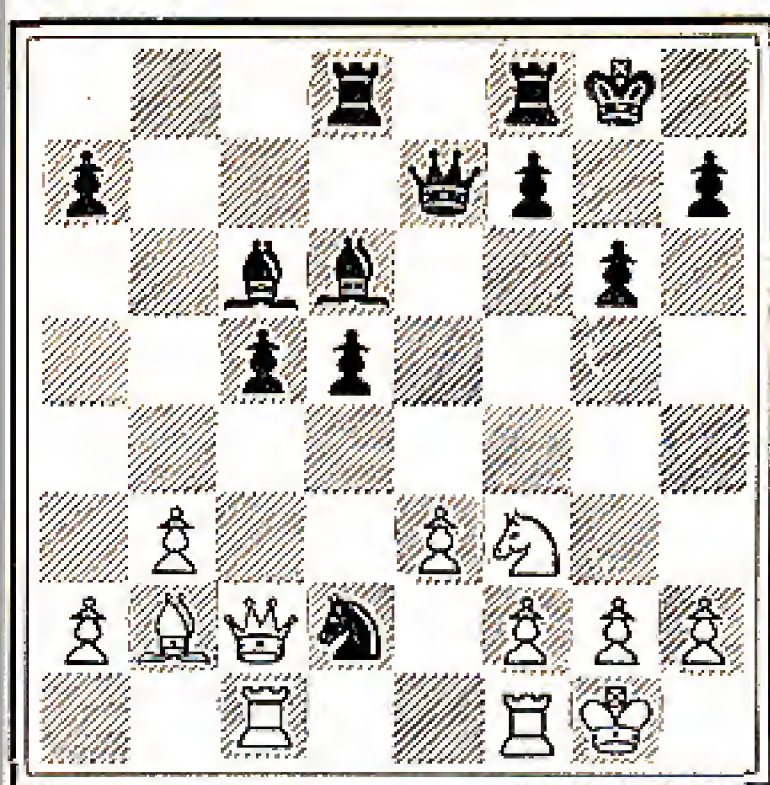
6 Now White opens up the diagonal by playing PxP and Black recaptures with his Pawn. To get rid of the Knight defending the Black squares, White continues with B-Kt5 and Black counters with Kt-K5. Then follows BxKt, BxB.



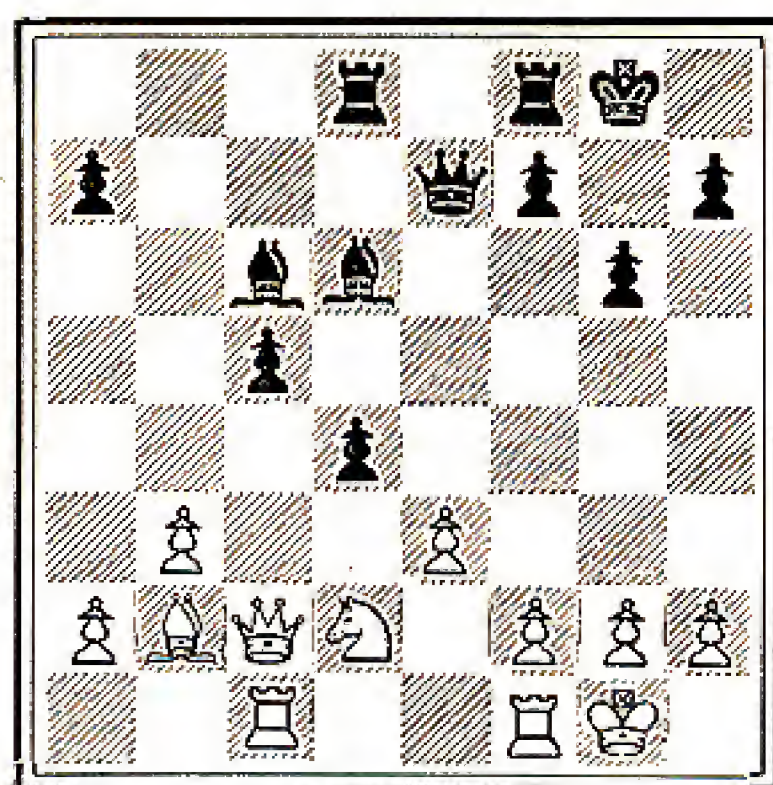
4 White plans to clear the line for his QB, after which he will exert mating threats by posting the Queen on the same diagonal. As the first step in this plan he now plays BPxP and Black replies KPxB.



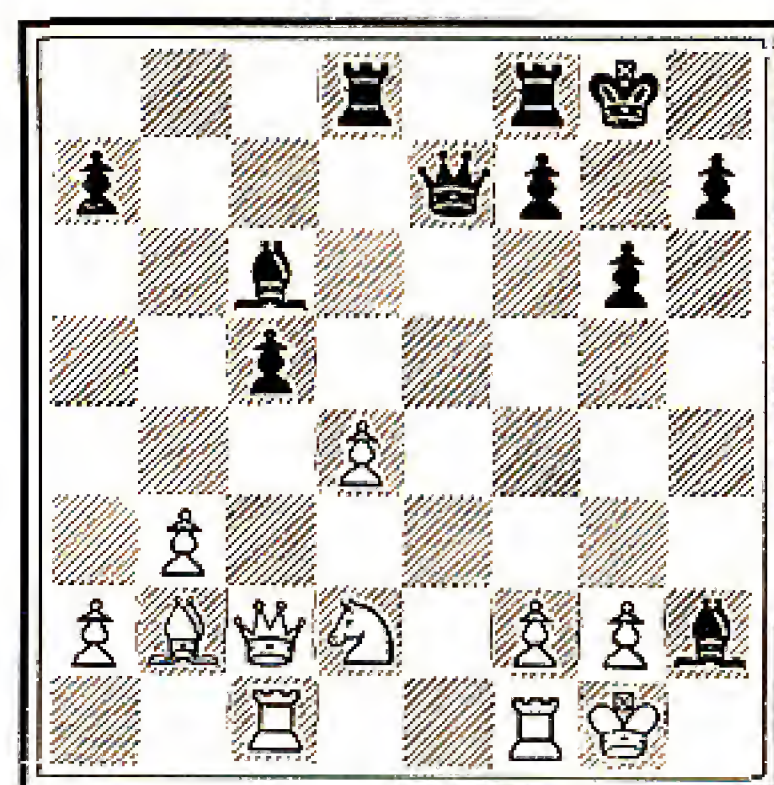
7 White has achieved his objective. His Bishop rakes the adverse King's side and when he gets his Q to QB3 the pressure will be very strong. Yet, without making any blunder, White loses! White plays Q-B2 and Black replies KtxKt.



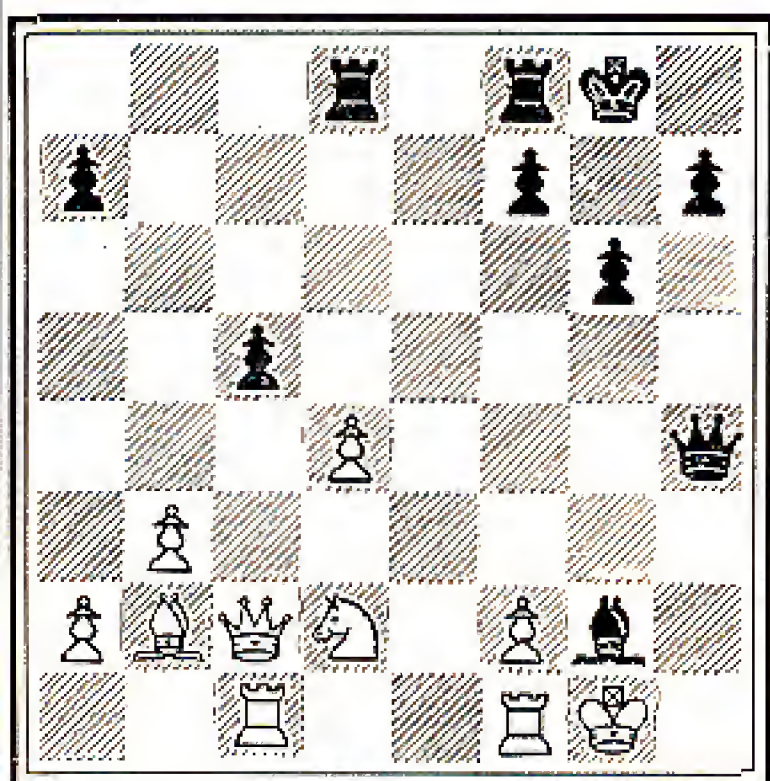
8 When he played Q-B2 White intended to continue with KtxKt and Q-B3 but Black's capture anticipated this. White now recaptures KtxKt and then comes the move that exposes the weakness in White's whole plan. Black plays P-Q5!



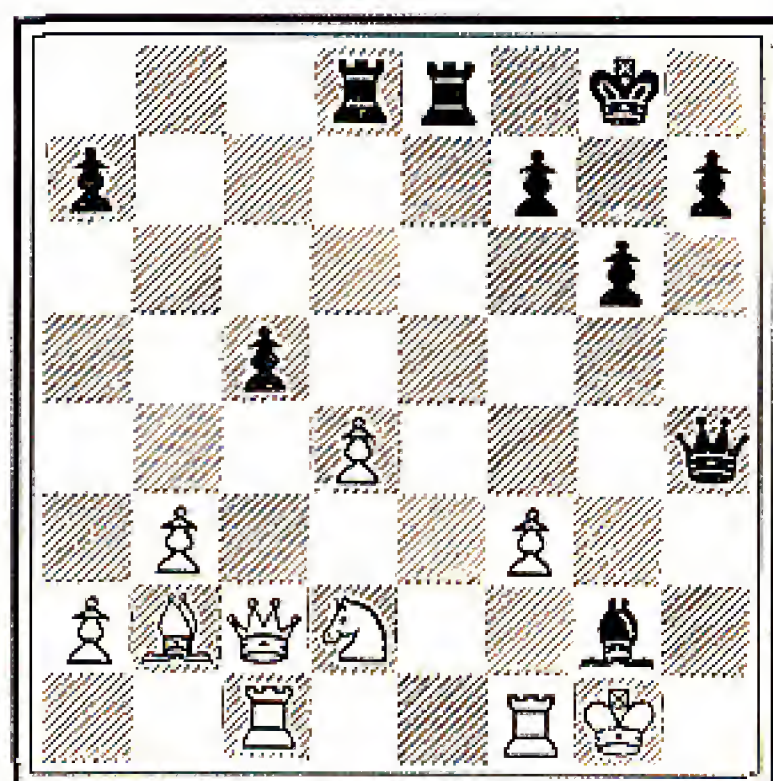
9 In clearing the diagonal, White has given Black a mobile Pawn center which enables Black to open lines for a violent attack on the White King. White now plays Pxp and Black strikes the first blow with Bxpch!



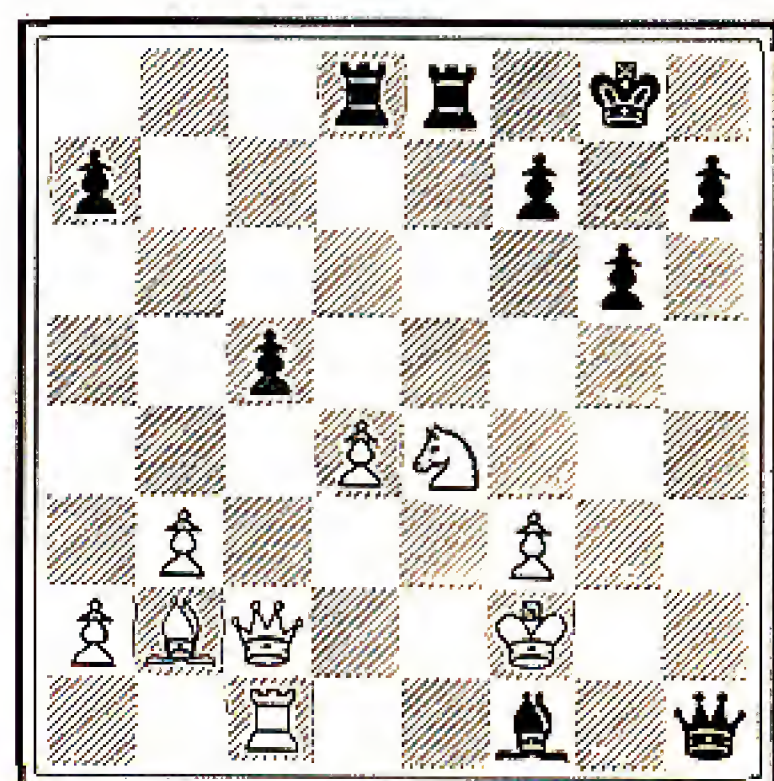
10 White accepts the sacrifice with KxB (K-R1 is worse) and Black plays Q-R5ch. The White King returns to Kt1 and then comes the second blow as Black plays Bxp! This sacrifice cannot be accepted for then Q-Kt5ch followed by R-Q4 would lead to mate.



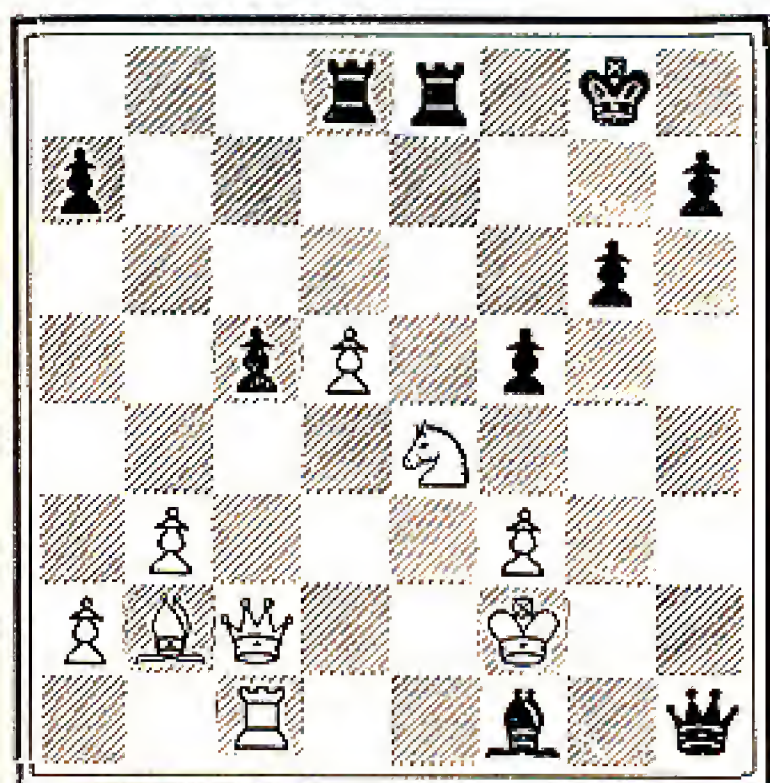
11 As it is, Black threatens Q-R8, so White opens a flight square by playing P-B3. But there are still mating threats if the King cannot escape to the Queen's side, so Black cuts him off with KR-K1.



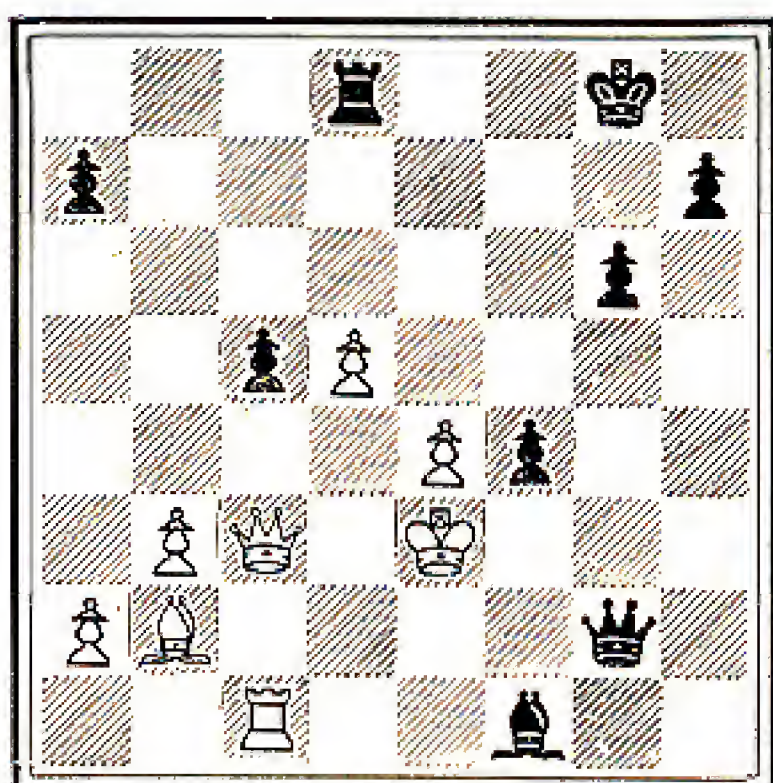
12 White has no choice and closes the file by playing Kt-K4. As White now threatens QxB, Black plays Q-R8ch. The King goes to B2 and Black captures BxR. The clearance on the second rank is now seen to cut both ways.



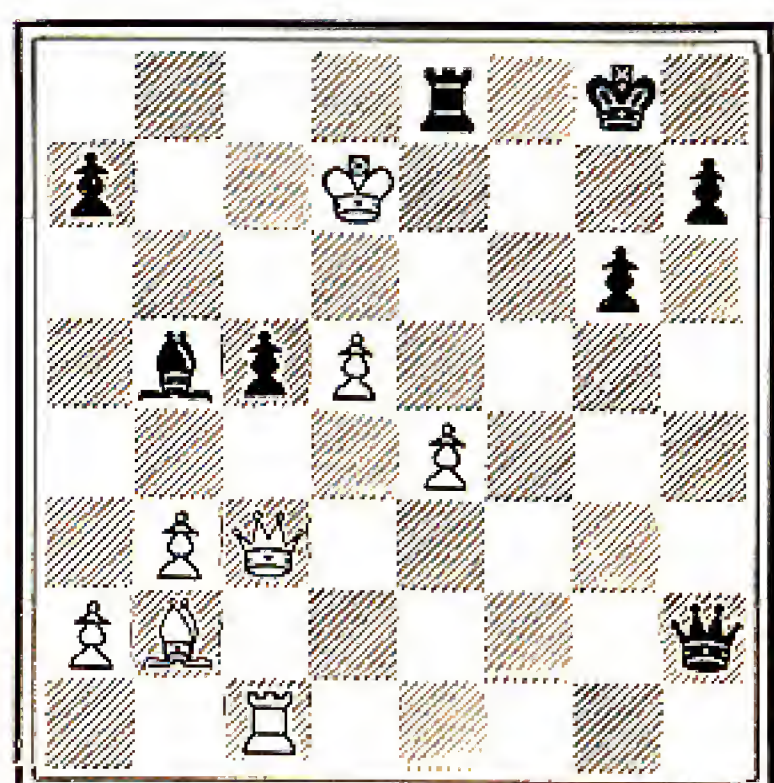
13 For if White now plays Rx B, Black will win the Queen by Q-R7ch. Instead, White plays P-Q5, reopening the diagonal with threats of his own (Kt-B6ch, K-B1; Qxpch.) Black answers with P-B4.



14 As Kt-B6ch would now be met by K-B2, White plays Q-B3, threatening mate as well as Rx B. But Black's attack strikes home first. Black plays Q-Kt7ch and after White's K-K3 continues RxKtch! White captures Pxr and then comes P-B5ch!



15 The unhappy King now takes a journey. White plays KxP and then R-B1ch forces K-K5 (If K-K3, R-B6 mate). Then Black plays Q-R7ch, forcing K-K6, and follows up with R-K1ch. The White King goes to Q7 and the final move is B-Kt4 mate.



16 What a picture! This is what the problemists call a "model mate." Each square around the White King is guarded only once, and each Black piece other than King and Pawns is essential to the mate.

Chess Thrillers by Irving Chernev

American players seem to be able to combine vigor of attack with elegance of execution.

For illustration, here are some "American Beauties."

Paris, 1900

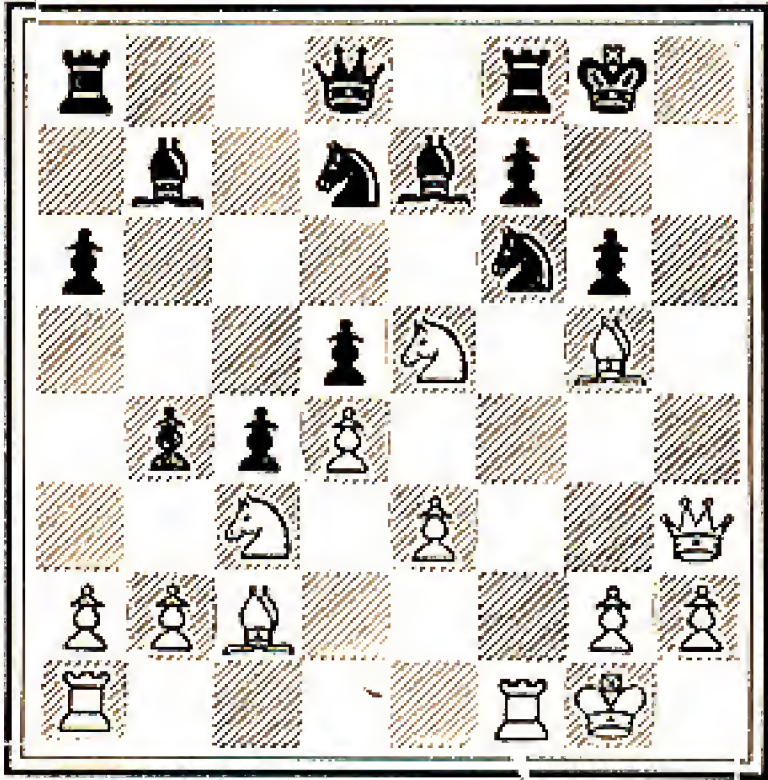
QUEEN'S GAMBIT DECLINED

Pillsbury lets loose a King-side cyclone!

| Pillsbury White | Marco Black |
|--------------------|----------------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | Kt-KB3 |
| 4 B-Kt5 | B-K2 |
| 5 P-K3 | O-O |
| 6 Kt-B3 | P-QKt3 |

This Queen's Fianchetto defense was thought adequate for many years, until Pillsbury's famous game against Dr. Tarrasch at Hastings, 1895. It took some years for the masters to realize that the so-called Pillsbury Attack makes the defense untenable. Pillsbury here develops exactly the same formation that overcame Dr. Tarrasch five years earlier.

| | |
|---------|--------|
| 7 B-Q3 | B-Kt2 |
| 8 PxP | PxP |
| 9 Kt-K5 | QKt-Q2 |
| 10 P-B4 | P-B4 |
| 11 O-O | P-B5 |
| 12 B-B2 | P-QR3 |
| 13 Q-B3 | P-Kt4 |
| 14 Q-R3 | P-Kt3 |
| 15 P-B5 | P-Kt5 |
| 16 PxP | RPxP |



| | |
|-----------|------|
| 17 Q-R4! | PxKt |
| 18 KtxKt | QxKt |
| 19 RxKt! | P-R4 |
| 20 QR-KB1 | R-R3 |
| 21 BxP! | PxB |
| 22 RxRch | BxR |
| 23 RxBch | KxR |
| 24 Q-R8ch | K-B2 |
| 25 Q-R7ch | |

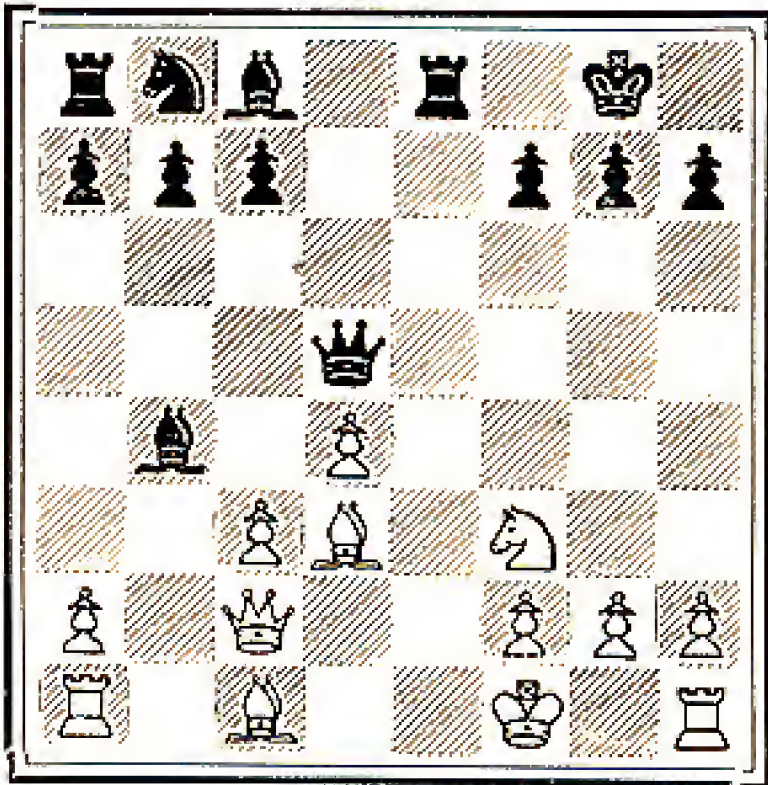
Black resigns, as he cannot save the Queen without being mated on the spot!

Match, 1912

PETROFF DEFENSE

When it comes to brilliant and inspired moves, Marshall is up at the head of the class!

| Janowsky White | Marshall Black |
|-------------------|-------------------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-KB3 |
| 3 KtxP | P-Q3 |
| 4 Kt-KB3 | KtxP |
| 5 P-Q4 | P-Q4 |
| 6 B-Q3 | B-Q3 |
| 7 P-B4 | B-Kt5ch |
| 8 K-B1 | O-O |
| 9 PxP | QxP |
| 10 Q-B2 | R-K1 |
| 11 Kt-B3 | KtxKt |
| 12 PxKt | |



12 QxKt!!

White dare not capture the Queen, as 13 PxQ, B-R6ch; 14 K-Kt1, R-K8ch; 15 B-B1, RxB is mate.

| | |
|----------|----------|
| 13 PxB | Kt-B3 |
| 14 B-Kt2 | KtxKtP! |
| 15 BxPch | K-R1 |
| 16 PxQ | B-R6ch |
| 17 K-Kt1 | KtxQ |
| 18 BxKt | R-K7 |
| 19 R-QB1 | QR-K1 |
| 20 B-B3 | R(K1)-K6 |
| 21 B-Kt4 | |

If instead 21 PxR, R-Kt7ch; 22 K-B1, RxBch; 23 K-Kt1, RxRch; 24 K-B2, RxR!

21 R(K6)xP!
22 B-Q1 R-B3!

Threatening mate by 23 R-Kt3. White cannot stop this by 23 B-B2 as 23 RxB, 24 RxR, R-Kt3 is still mate.

Janowsky resigned.

Hamburg, 1930

NIMZOVICH DEFENSE

And now a charming game by one of America's leading players.

| Stahlberg White | Kashdan Black |
|--------------------|------------------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | B-Kt5 |
| 4 Q-Kt3 | P-B4 |
| 5 PxP | Kt-B3 |
| 6 Kt-B3 | Kt-K5 |
| 7 B-Q2 | KtxQBP |
| 8 Q-B2 | O-O |
| 9 P-K4 | Q-B3 |
| 10 O-O-O | P-QKt3 |
| 11 B-Q3 | P-QR4 |
| 12 K-Kt1 | |

Not 12 P-QR3, P-R5; 13 PxP, KtxKtP; 14 Q-Kt1, Kt-Kt6 mate!

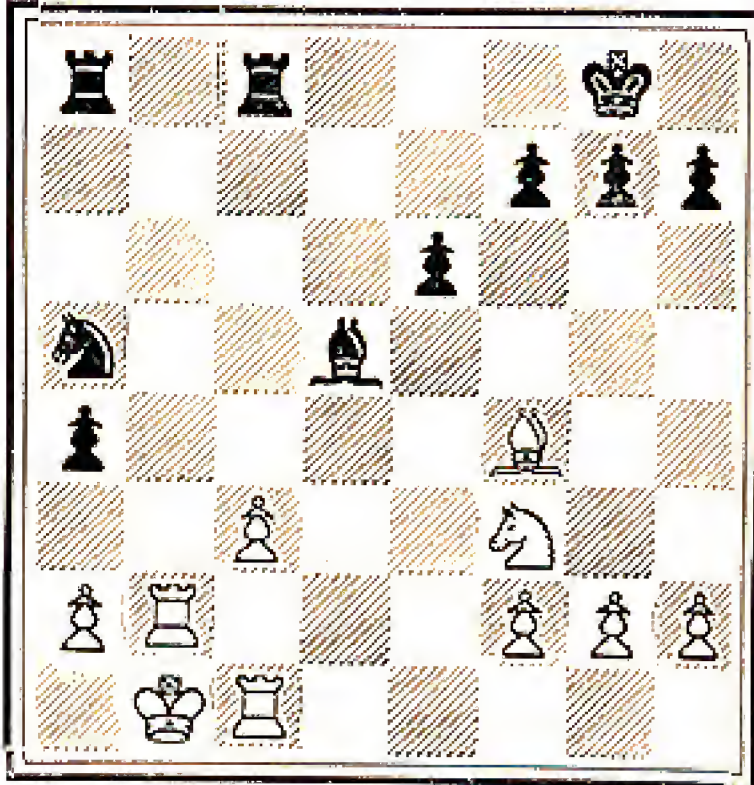
| | |
|--------------|--------|
| 12 | Q-Kt3 |
| 13 KR-Kt1 | B-R3 |
| 14 B-K3 | KtxB |
| 15 QxKt | BxKt |
| 16 PxP | P-Q4! |
| 17 KPxB | QxQch |
| 18 RxQ | BxP |
| 19 R-Q2 | BxP |
| 20 BxP | KR-Kt1 |
| 21 R-Kt2 | P-R5 |

Threatening 22 P-R6; 23 R-Kt5, B-B5.

| | |
|---------|-------|
| 22 B-B7 | R-QB1 |
| 23 B-B4 | Kt-R4 |

White cannot save the pawn by 24 R-B2, as 24 B-K5 wins the exchange. Or, if 24 B-Q2, Kt-B5 wins the exchange or a piece.

24 R-QB1



Now comes the pretty finish which "Kash" had planned.

| | |
|--------------|----------|
| 24 | B-K5ch |
| 25 K-R1 | Kt-Kt6ch |
| 26 PxKt | PxPch |
| 27 R-R2 | RxR mate |



P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

It is most gratifying to report that the family of CHESS REVIEW problem solvers has grown by leaps and bounds. The work involved in checking the solutions and computing the scores—while the ever-present principal task of maintaining desirable standards remains — has increased accordingly. I earnestly ask for the co-operation of solvers and contributors with respect to the following:

1. Write solutions on one side of sheet of paper, if you prefer letter to postal card. You will, however, find that usually a card should suffice.
2. Send KEY MOVES ONLY, each alongside the numbered problem for which it is intended, and send NO VARIATIONS, unless specifically requested to do so.
3. Do not send solutions piecemeal, but include all solutions in ONE COMMUNICATION.
4. Do not combine solutions with any other matters, such as problem compositions, but use separate sheets of paper or separate cards.
5. Mail addressed to me should deal SOLELY with matters relating to problem department. Please do not ask that I forward communications, etc., but write to appropriate department of CHESS REVIEW.
6. It is now generally agreed that enough time is being allowed for submitting solutions. Please watch the deadline.
7. As heretofore, all communications addressed to me will be gladly answered, but please be considerate of my time.
8. Please submit compositions on DIAGRAMS.

Solving Contest Problems

We begin this month's get-together with No. 2110, a dedication to the able and popular Chess Editor of the New York Post, H. R. Bigelow. DeBlasio is to be congratulated for an excellent resetting of a two-move problem by C. W. Sheppard (New York Post Informal Tourney, 1941): White—10 Pieces: K on QB2; Q on KB6; R's on QKt5, Q4; B's on QB4, KKt3; Kt's on K4, KKt8; P's on KKt2, KKt6. Black—8 pieces: K on KR4; Q on QB4; R's on QR4, KR3; B's on QKt5, Q2; Kt on QB1; P on QR6. Key—B-B2. No. 2110 should be of instructive value to both solver and composer, for DeBlasio succeeds in accomplishing the central theme in a much more economical attractive setting.

Black's principal defenses in No. 2111 result in a clever Grimshaw (mutual interference by Rook and Bishop).

We are indebted to Otto Wurzburg for Nos. 2112-2114, posthumous works by the late beloved Dr. Gilbert Dobbs.

Friend Mannis Charosh has called my attention to an incautious claim in SIMPLE TWO-MOVE THEMES (A.C.W. Christmas Series, 1924) to the

effect that mutual interference by Queen and Rook can be accomplished only when either interfering piece is pinned. No. 2115 serves to illustrate that the Rook need not be pinned.

No. 2116 is a treat by Otto Wurzburg whose masterful handling of miniature positions (containing a total of 7 pieces or less) is quite consistent.

In No. 2117 we find a charming conception by Richard Cheney, another skilled exponent of the slender position.

Nos. 2118 & 2119 are by the well known British expert, C. S. Kipping, who seems to have an inexhaustible supply of novel three-move ideas, culminating, as a rule, in a surprisingly executed double threat with which Black finds it impossible to cope.

April Solutions

(Maximum Credit—23 Points)

2070: R-Kt3. 2071: Q-B3. 2072: B-Q3. 2073: B-Kt2. 2074: P-Q4. 2075: Q-B5. 2076: Kt-B6. 2077: 1 K-Kt3!! threatening 2 R-B7 and 3 B-K3 Mate. If 1 . . . R-B1 or R-B3 or R-B4 or R-B5; 2 R-B8 or R-B6 or R-B5 or R-B4, respectively, etc. 1 . . . R-B6ch; 2 QxR etc. If 1 . . . R-QKt2 or R-QR2 or R-Q2 or R-KKt2ch; 2 B-Kt2ch or B-R3ch or B-Q2ch or B-Kt5ch, respectively, etc. 1 . . . R-else; 2 B-any ch, etc. 2078: 1 Kt-B5 threatening 2 Kt-Kt3 Mate. 1 . . . R-R8ch; 2 K-Kt6! etc. 1 . . . R-K4ch; 2 QxRch etc. 2079: 1 P-Q5! 1 . . . K-Kt7; 2 Kt-B4ch etc. 1 . . . B-Kt7; 2 Kt-K4ch etc. 1 . . . P-B7; 2 R-K1! etc.

Solvers' Standings

April winner is T. Lundberg of Dallas, Texas, with a score of 327 points. Heartiest congratulations. Standings:

Abrams (169); Akers (74); Aks (54); Allen (50); Allmeroth (84); Almgren (314); Bailey (141, solutions for April not received); Baldwinson (110); Bamberger (26); Beckman (18); Bennett (112); Berg (12); Bew (15); Beyer (11); Bischoff (40); Bock (62); Borowski (82); Bundick (26); Burstein (252); Buser (98); Bushnell (15); Calkins (15); Chapman (23); Chauvenet (63, April??); Cosner (17); Currie (114); Czermak (93); Daly (269); Dana (64); Dankoler (52); DeBlasio (289); Dittmer (66); Doman (120); Drake (23); Elsmann (134); Ernest (87); Fair (10); Fink, A. J. (188); Fink, Arthur (191); Finklestein (22); Friauf (68); Froelich (19); Gallucio (156); Geertsma (38); Gersoni (42, April??); Gonzalez (31); Goodman, Harry (26); Greenfield (116); Grimm (13); Haley (23); Halliwell (220); Hanft (161); Hannak (120); Hargreaves (65); Hays & Stolper (275); Hearn (24); Herman (127); Herzberger (24); Hicks (69, April??); Hiser (104); Holladay (187); Hoover (15); Hudes (None); Jackson (100); Jacobson (79); Jenkins (113); Johnson (None); Karpel (136); Katz (105); Kilgore (72); Kimel (13); Kingsbury (22); Kipping (213); Korpany (186); Kramer (40); Ladner (144); Lasell (48); Lilling (11); Linzner (None); Lourie (23); Ludlow (232); Lundberg (327); Lundgren (36); Lynch (63); McCarter (59); Marcus (166); Marks (17); Martin (40); Matosian (60, April??); Millard (74); Mondros (16); Mulligan (138); Myrover (51, April ??); Ninburg (15); Noble (139); Oakley (100); Olesen (107); Olson (17); Oppenheimer (44); Parmelee (24); Peters (251); Plowman (44); Pokorne (37, April??); Popper (319); Rauch (63); Rehfuß (23); Renn (23); Richter (175); Rivise (23); Rosen (54); Rosenberg (42, April??); Rosenberger (125); Rudholm (67); Russell (56); Ryder (236); SansSouci (24); Schick, Rev. W. F. (20); Schmidt, Julius (43); Schmidt, Robert (23); Schroeder (278); Schwartz (42); Seavey (6); Seeley (80); Seidman (298); Sheftel (280); Shelinsky (43); Sherman (41); Sibley (24); Siltzer (35); Silvert (20); Sommer (12); Souweine (196, April??); Spiegel, Dr. M. (12); Spiegel, S. (305); Steinmeyer (104); Stridy (23); Sutherland (18); Swart (201); Thomas (87); Thompson, Don (23); Thompson, Horton F. (46); Tump (33); Watson (110, April??); Webb (8); Weiner (294); Weiss (90); Westerman (11); Weizmann (108); Winkelman (23); Winnberg (239); Wise (65); Zielinski (47).

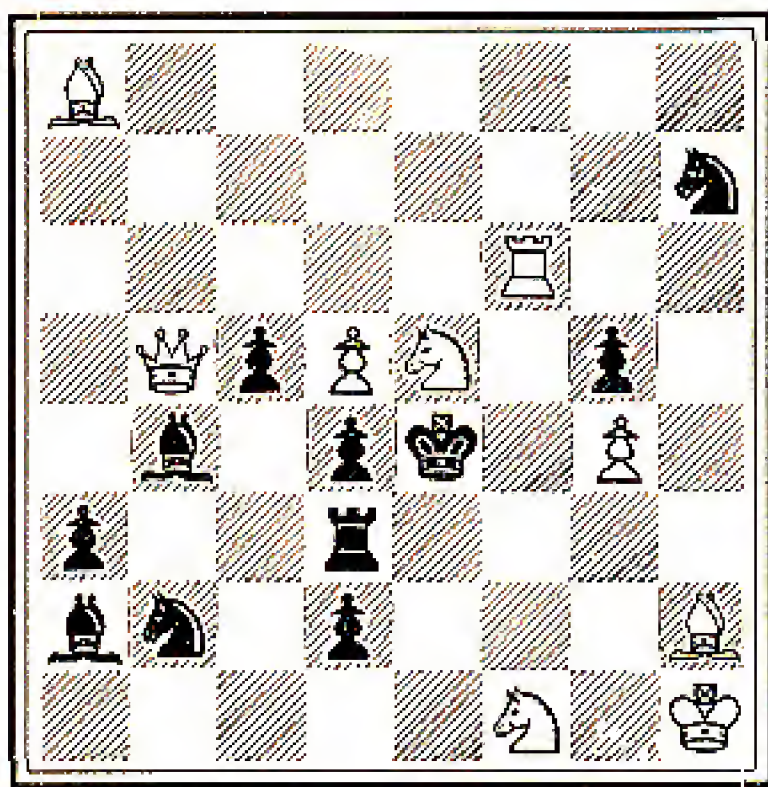
Solvers previously listed whose names do not appear have been placed on the inactive list.

Problems by Arnaldo Ellerman

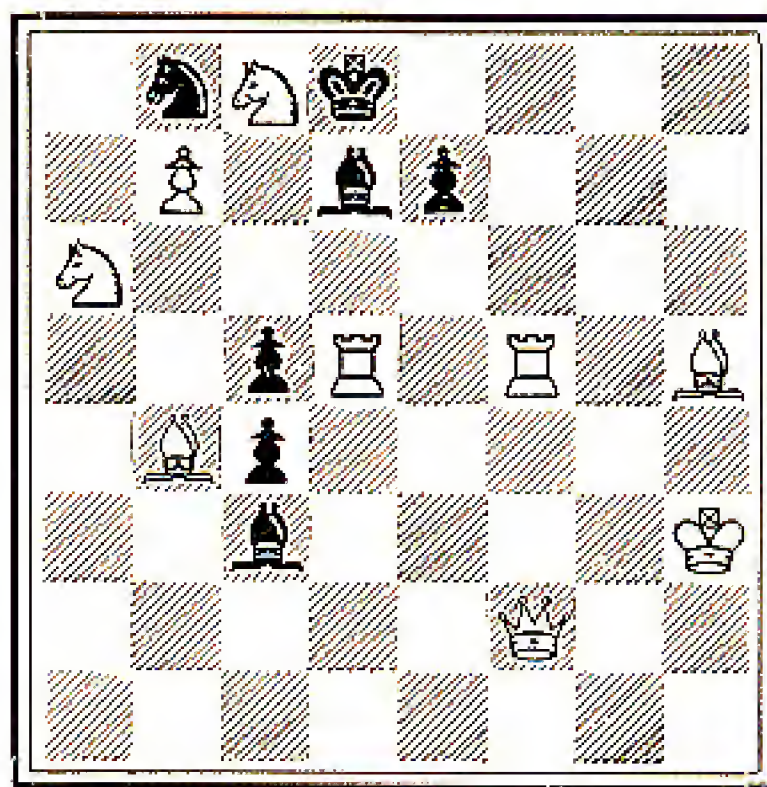
Your problem editor was recently presented with a lovely gift, an inscribed compilation of 66 First-Prize Winners by the great Argentinean composer, ARNALDO ELLERMAN. The compositions, 63 two-move and 3 three-move problems, won honors in chess columns throughout the world, over a period of some 21 years, up to 1936. Published by CIRCULO LA REGENCE, Buenos Aires (April, 1943), the charming little booklet, is destined to find its place among chess problem classics. In going over the problems, one is confronted with the task of determining which is more masterful than its neighbor. The six positions given have been chosen, rather at random, to illustrate Ellerman's unfailing skill during various stages of his career as a master composer. No. 3, unanimously selected for publication by the editors of A CENTURY OF TWO.

MOVERS, is universally recognized as one of the greatest problems of all time. The economy of force, the beauty of construction and the grace of the thematic variations should give pleasure to the solvers and inspiration to our contributing composers. The solutions, inverted, are given below. Please do not peep until after you have solved the problems. The sources are as follows:

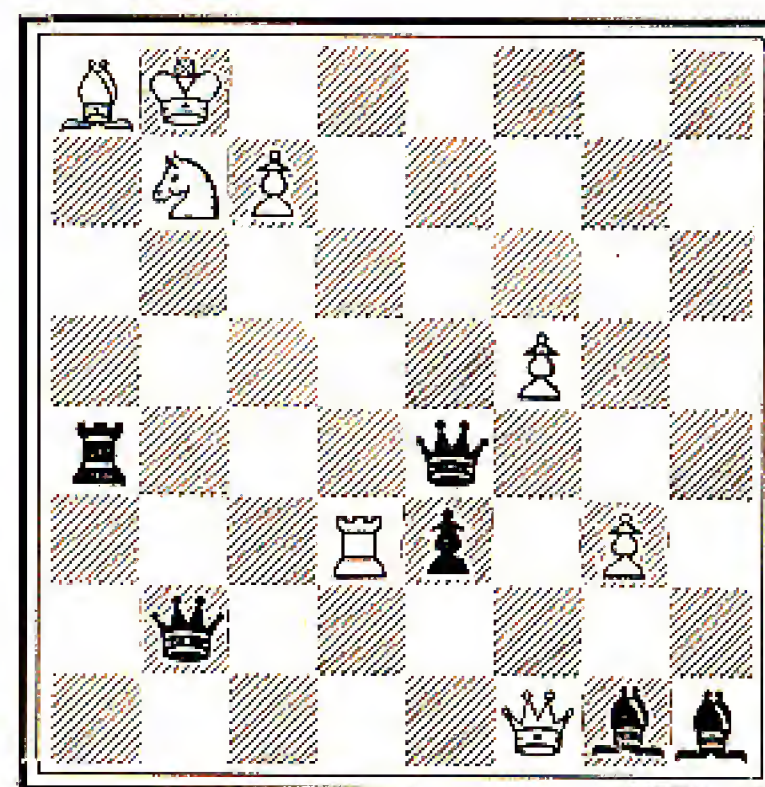
- No. 1. Good Companions, February, 1916.
- No. 2. Tijdschrift van den Nederlandschen Schaakbond, 1919.
- No. 3. Circulo Luigi Centurini, 1925.
- No. 4. L'Italia Scacchistica, 1927.
- No. 5. Il Problema, 1931.
- No. 6. Western Morning News & Daily Gazette, 1934.



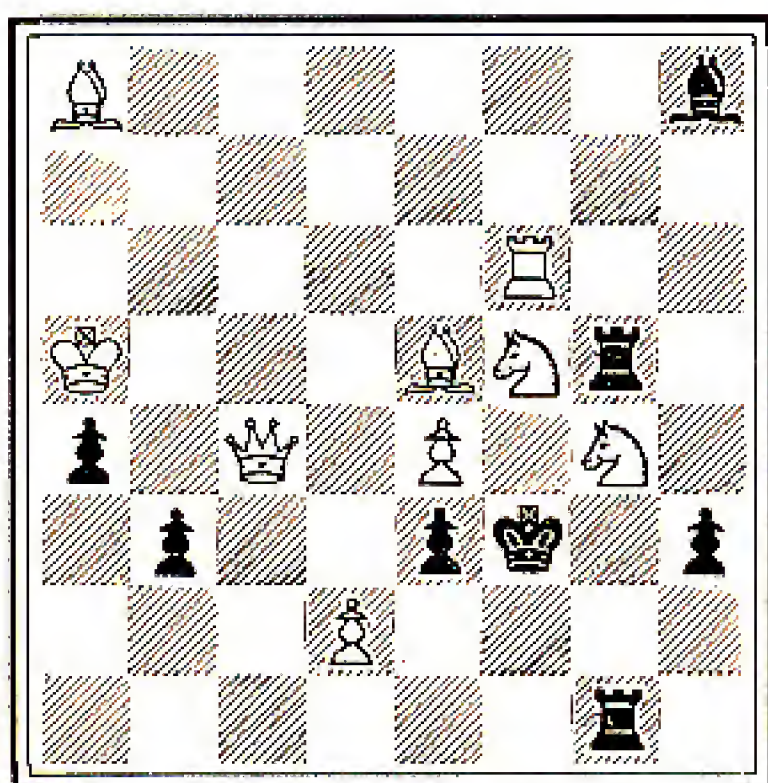
1. White Mates in 2



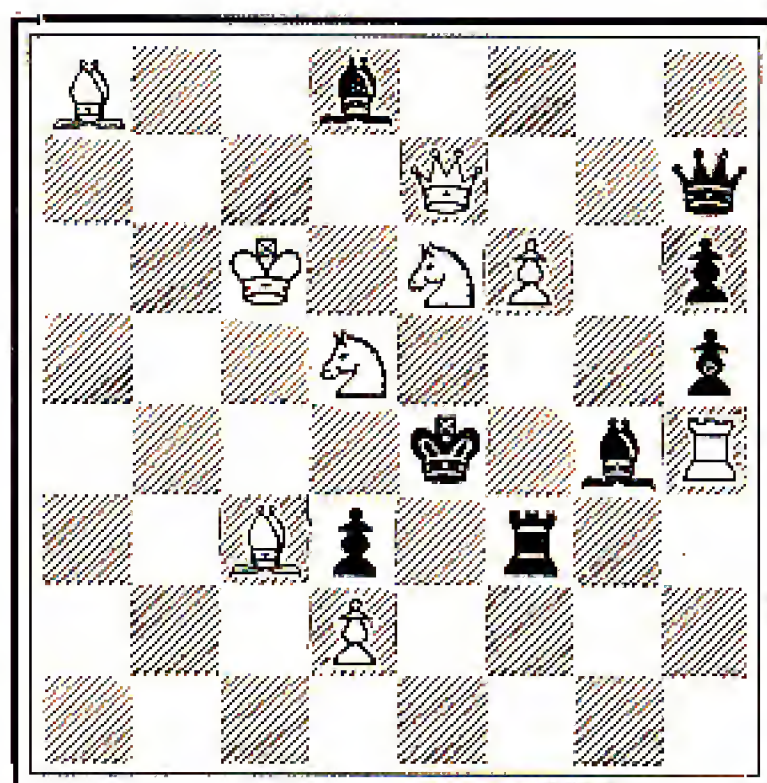
2. White Mates in 2



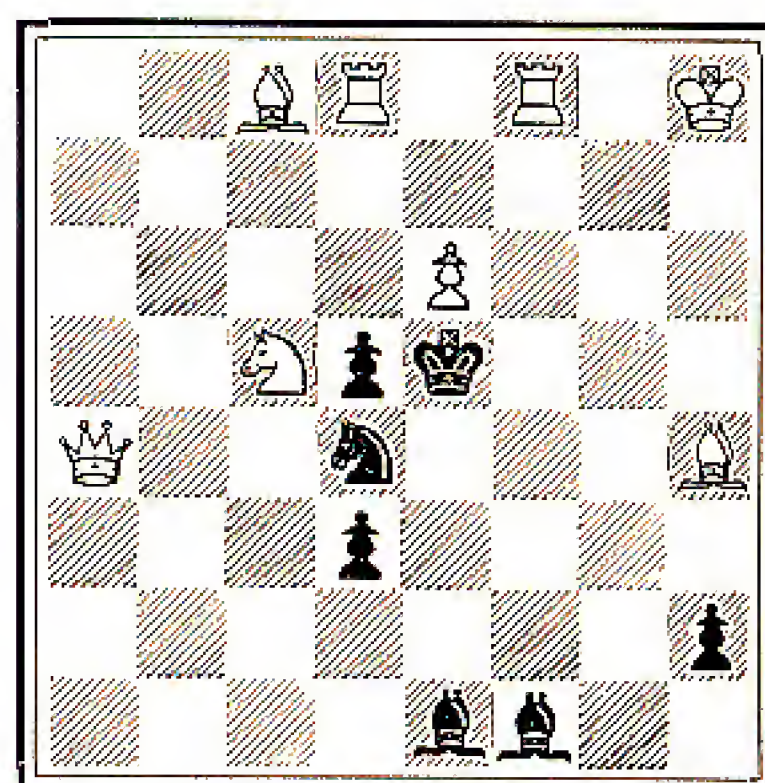
3. White Mates in 2



4. White Mates in 2



5. White mates in 2.



6. White Mates in 2

SOLUTIONS ▶ No. 1: Kt-B3. No. 2: Q-Q41 No. 3: R-Q711 No. 4: B-Kt8. No. 5: K-Q71 No. 6: Q-Kt4.

Original Prize Contest Problems

Solutions to Problems 2110-2119 must be postmarked not later than OCTOBER 25, 1943. (This restriction does not apply to overseas solvers nor to men in the armed forces, unless they have early access to CHESS REVIEW as it appears.)

2110—F. J. C. DeBlasio

2111—J. F. Meyer

2112-2114—The late Dr. G. Dobbs

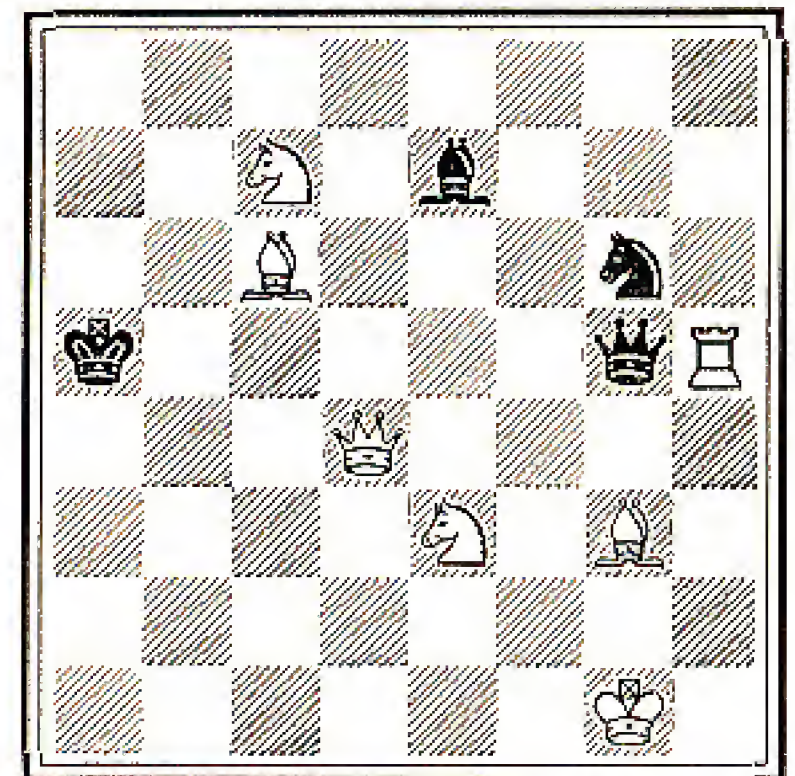
2115—P. L. Rothenberg

2116—Otto Wurzburg

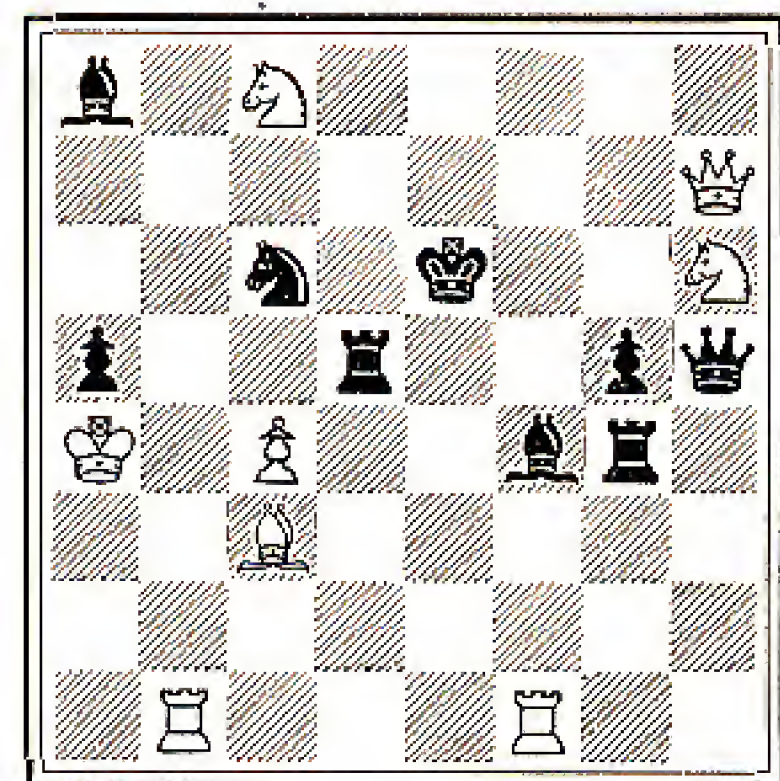
2117—Richard Cheney

2118-2119—C. S. Kipping

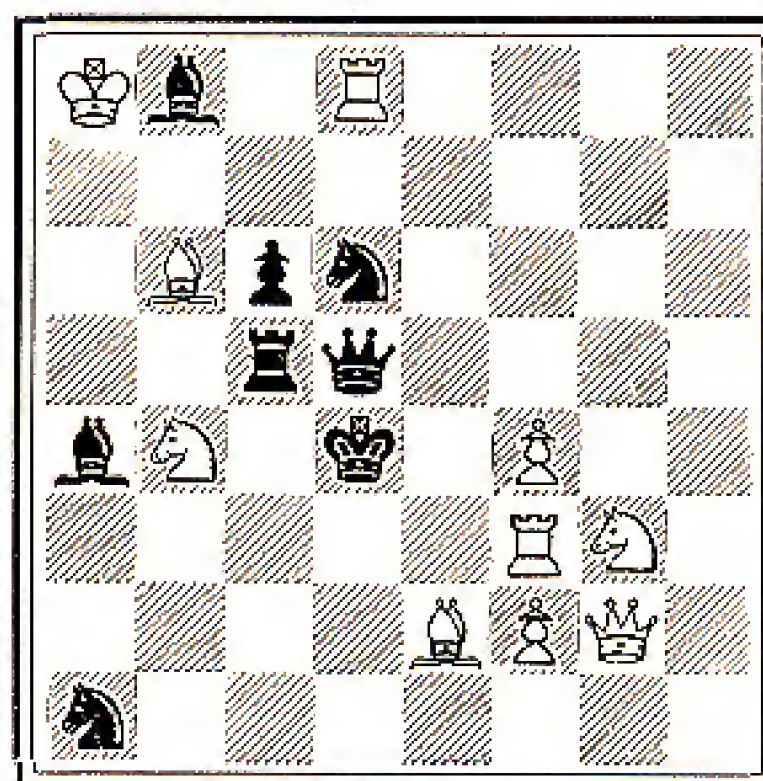
RULES OF CONTEST: You may enter this contest at any time. There is no entry fee. Each month, a half-year subscription to CHESS REVIEW (or extension of present subscription) is awarded to the contestant who heads the solvers' list. The winner's score is then cancelled and he starts anew. Duplicate prizes for tied scores. Submit solutions to Problem Editor before date specified. Key moves only are required unless it is expressly specified that variations be submitted. Point credits usually correspond to number of moves. Full credits for correct claims of "no solution" and for "cooks" (solutions other than composer's intention.) Deductions for wrong solutions.



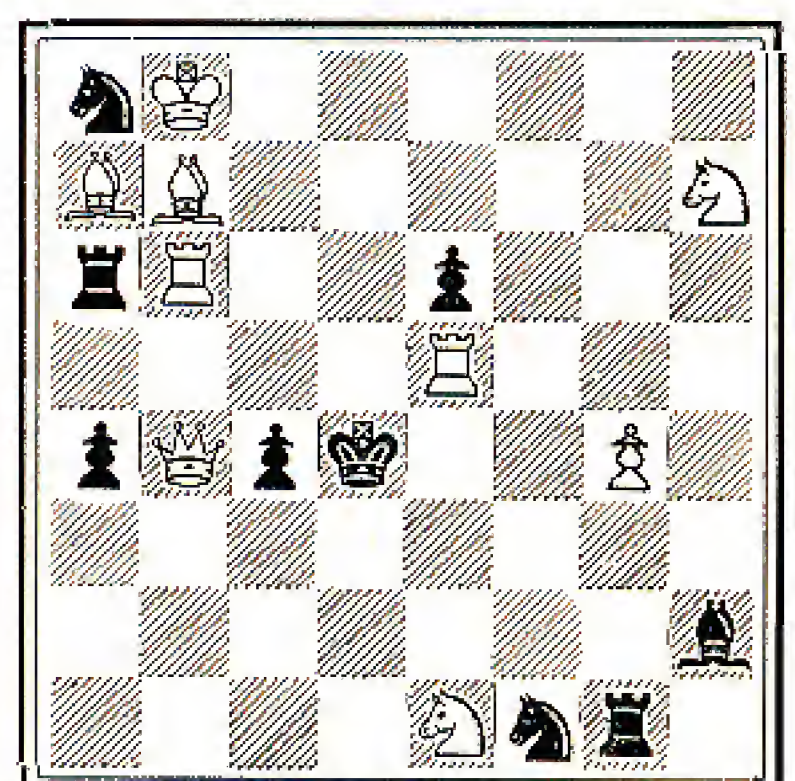
2110 White mates in 2



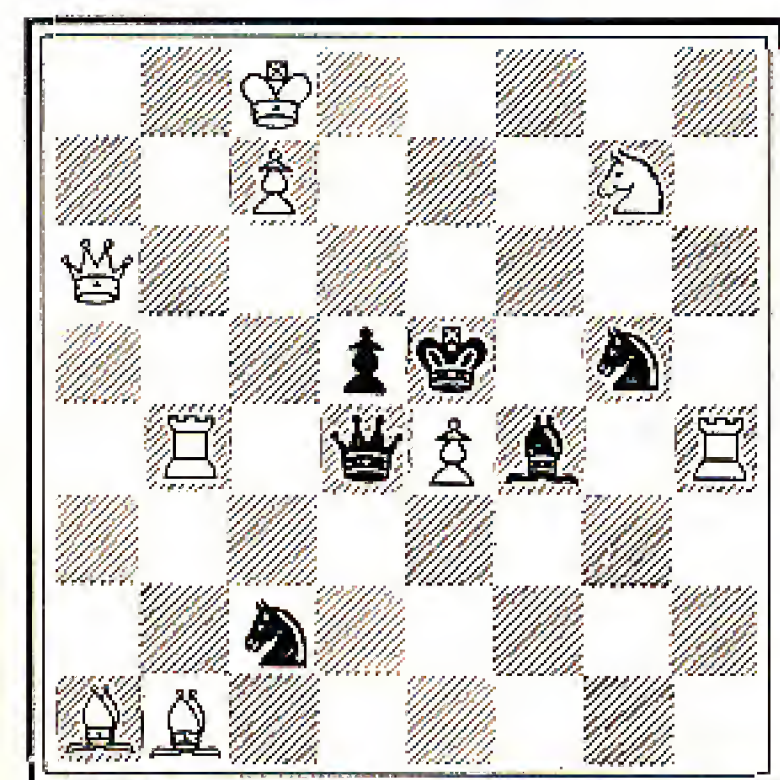
2111 White mates in 2



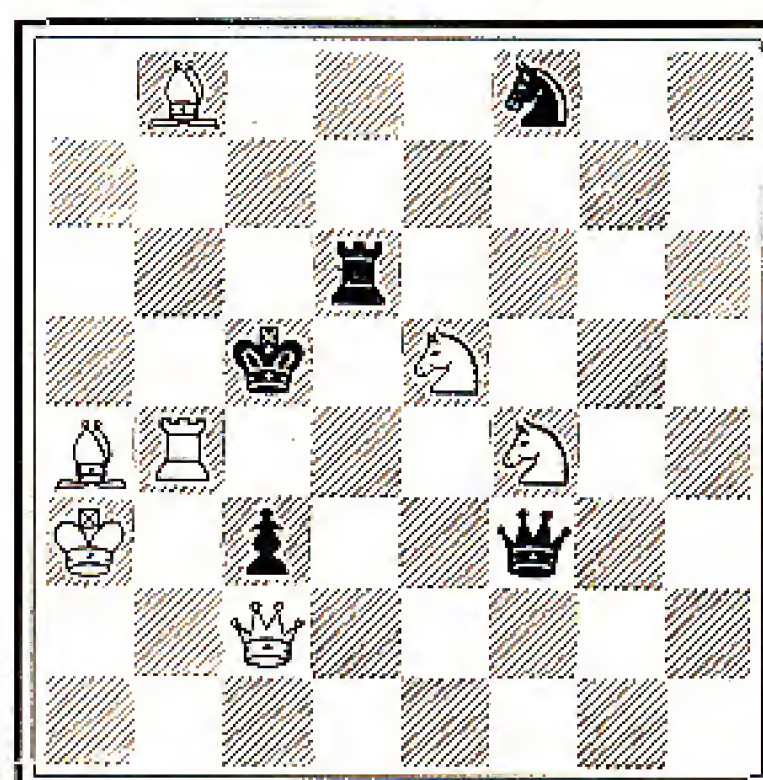
2112 White mates in 2



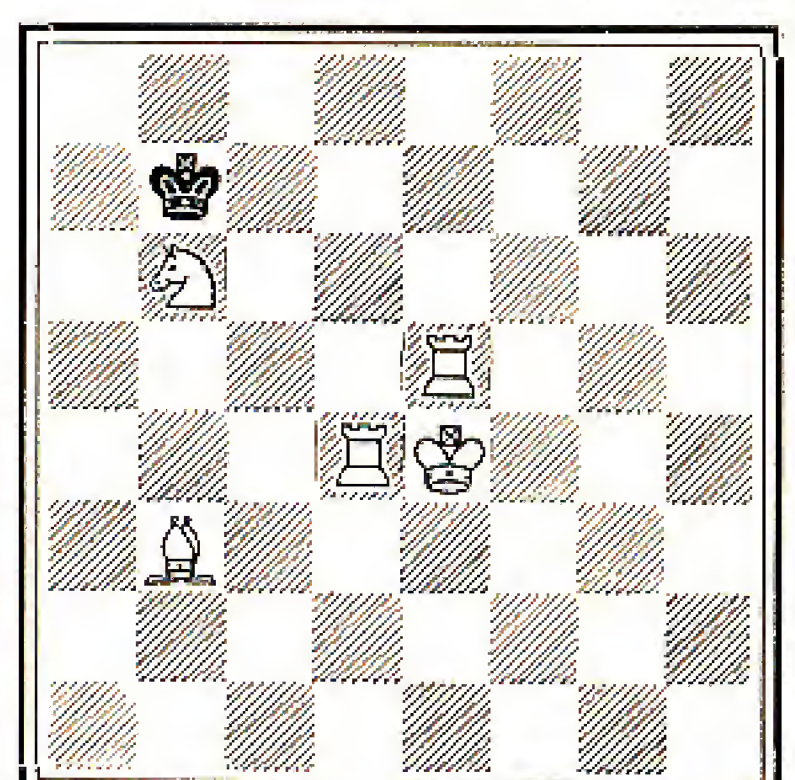
2113 White mates in 2



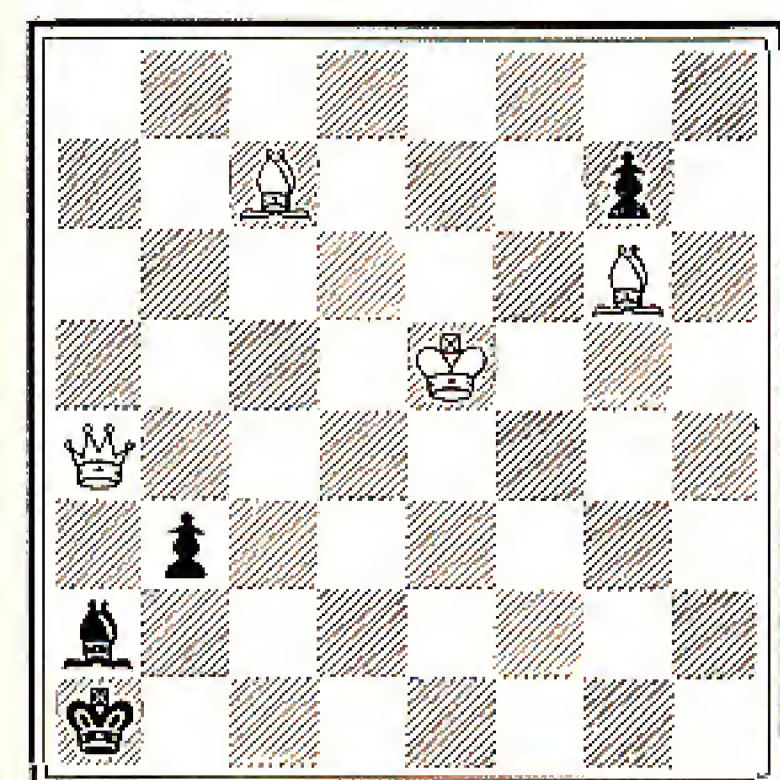
2114 White mates in 2



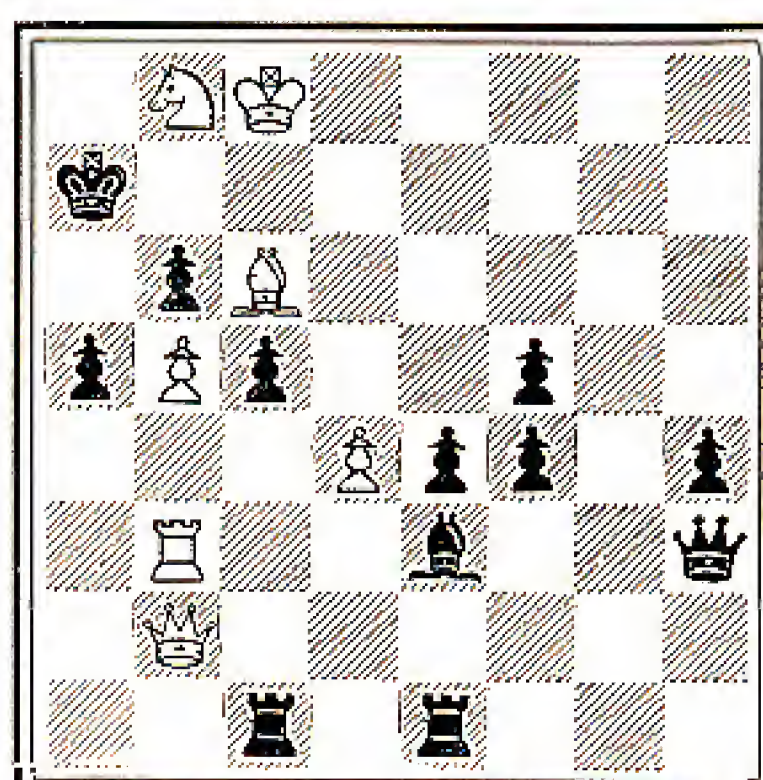
2115 White mates in 2



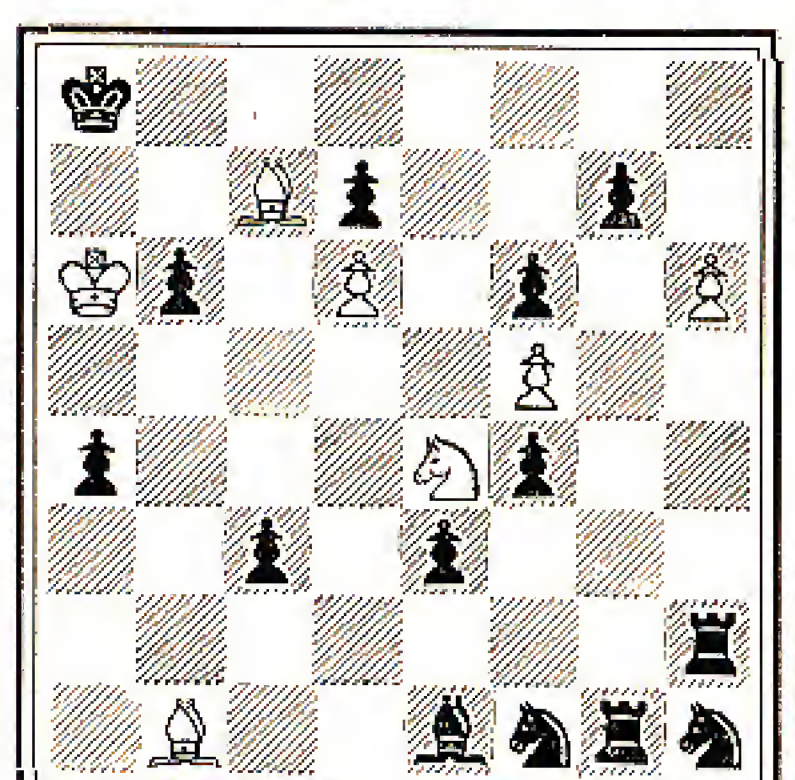
2116 White mates in 3



2117 White mates in 3



2118 White mates in 3



2119 White mates in 3



READERS' QUESTIONS

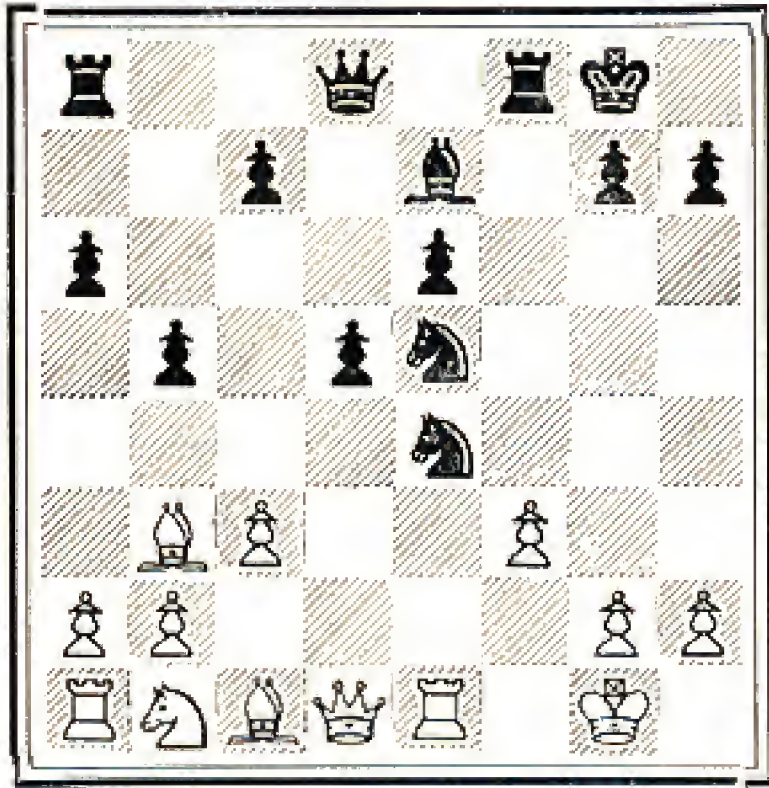
ANSWERED BY

ALBERT S. PINKUS

Answers to questions of general interest are published in this department. Questions must be specific and brief. Address Questions Editor, CHESS REVIEW, 250 West 57th Street, New York 19, N. Y.

In M.C.O. (Modern Chess Openings) page 249, col. 56, why can't White play 12 KtxB (instead of 12 P-B3) and then win the knight by 13 P-B3? Submitted by Calhoun Turner, Greenville, S. C.

See diagrammed position.



Black to play his 13th move.

Black now has an easy win with the following; 13 . . . B-B4ch; 14 B-K3, Q-Kt4; (threatening the bishop and also KtxPch) 15 BxB, KtxPch; 16 QxKt, RxQ wins.

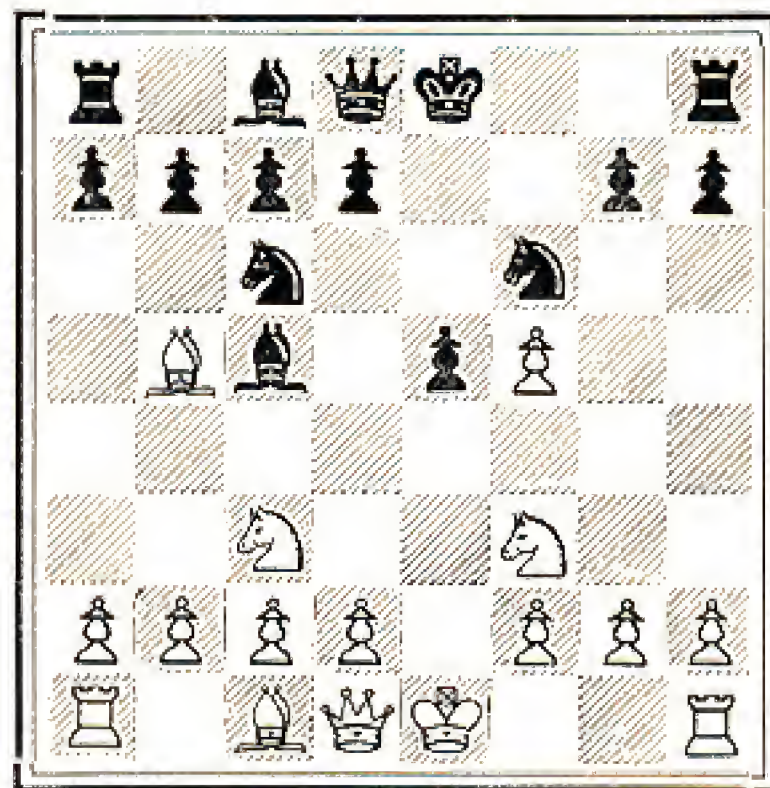
In the May issue there was a reference to a game between Ahues and Richter. Since then I have located the score and record it below for the benefit of my readers:

1 P-K4, P-QB4; 2 Kt-KB3, Kt-QB3; 3 Kt-B3, Kt-B3; 4 P-Q4, PxP; 5 KtxP, P-KKt3; 6 B-K3, B-Kt2; 7 B-K2, P-Q3; 8 O-O, O-O; 9 P-B4, Q-Kt3; 10 Q-Q3, Kt-KKt5; 11 Kt-Q5, BxKt; 12 KtxQ, BxBch; 13 K-R1, BxKt; 14 BxKt, BxB; 15 P-B5, B-KR4; 16 QR-K1, Kt-K4; 17 Q-KR3, QR-B1; 18 P-B3, P-B3; 19 Q-R4, B-Kt5; 20 R-B4, P-KR4; 21 PxP, KtxP; 22 RxB, PxR; 23 QxKtP, K-B2; 24 Q-R5, R-KR1; 25 Q-Q5ch, K-Kt2; 26 R-KB1, R-B4; 27 QxKtP, R-K4; 28 R-B5, R-KR4; 29 RxR (R5), RxR; 30 P-KKt3, R-R4; 31 P-QR3, P-B4; 32 P-QKt4, R-K4; 33 PxP,

RxP; 34 P-QR4, R-B8ch; 35 K-Kt2, R-B7ch; 36 K-R3, R-B7; 37 P-R5, B-Kt8; 38 P-Kt5, RxPch; 39 K-Kt4, R-KB7; 40 K-R3, Drawn.

How should White continue after the Schliemann Defense (3 . . . P-B4) to the Ruy Lopez? In M.C.O. Fine states that 4 Kt-B3 is the refutation of the defense, but in CHESS REVIEW (Feb. 1943) the game Work-Hoit proved this to be incorrect.—Calhoun Turner.

I am glad that this question has come up, as I agree with Fine. The trouble with the Schliemann Defense occurs at White's 6th move.



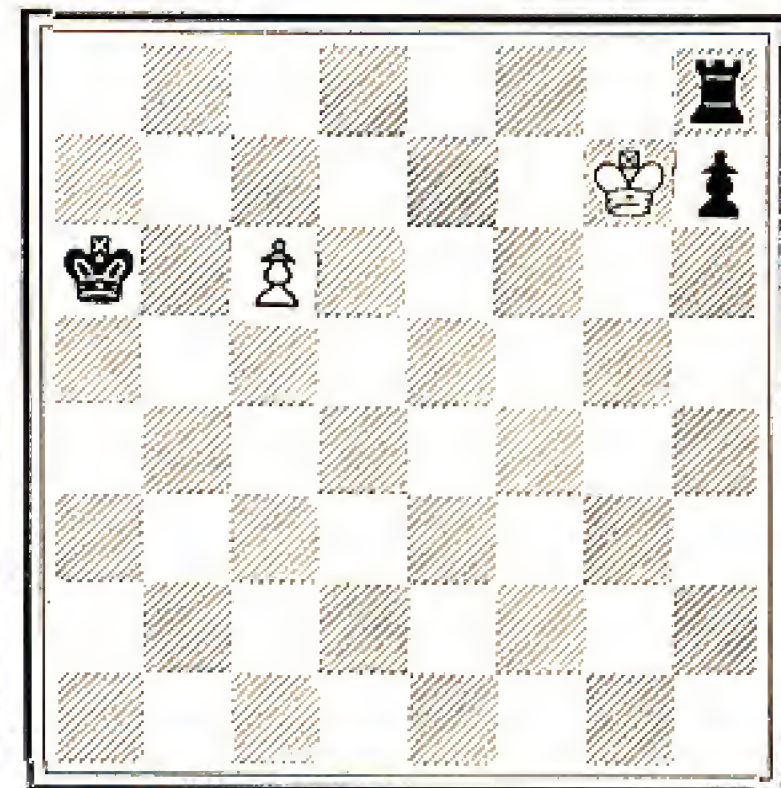
White to play his 6th move

At this point Work made the weak move of 6 O-O and soon had a lost game. However after 6 Q-K2! how is Black to continue? Castling is impossible because the Queen check at B4 wins the Bishop. If 6 . . . B-Kt3; 7 BxKt, QPxP; 8 QxPch, Q-K2; 9 QxQch, KxQ; 10 P-Q3, with a Pawn ahead and the better game. If 6 . . . P-Q3; 7 P-Q4, B-Kt5 (forced); 8 PxP wins. And finally 6 . . . Q-K2; 7 BxKt, QPxP; 8 QxP, QxQch; 9 KtxQ, BxP; 10 P-Q3, O-O; 11 B-K3 and Black will be lucky if he can draw the game.

We stand corrected! The following was received from Clarence H. Gaines, Canton, N. Y.

"Mr Pinkus was no doubt correct in suggesting to your correspondent Wm. F. O'Brien that if there is an opening which begins with P-KR4 or P-QR4, it had better be nameless. But the mischief has already been done. Once upon a time there was actually an opening called the "Meadow Hay," invented, say Freeborough & Ranken, by Preston Ware of Boston. F & R give the following variations; 1 P-QR4, P-K4; 2 P-QB3, P-Q4; 3 P-Q4, P-K5; 4 B-B4, B-Q3; 5 BxB, QxB; 6 P-K3, B-K3; Or 1 P-QR4, P-K4; 2 P-R5; P-Q4; 3 P-K3, Kt-KB3; 4 P-R6, PxP; 5 Kt-KB3, B-Q3; 6 P-Q4, B-KKt5; 7 PxP, BxP; 8 P-KR3, BxKt; 9 QxB, P-B3. But it seems that 1 P-QR4 was "discouraged" even in the early days."

In response to many requests I give below the solution to the ending on CHESS REVIEW'S new business cards. It shows how a King can approach two widely separated Pawns, without loss of time, by travelling on the diagonal. White maintains the threat of queening his own Pawn or capturing the adverse Pawn.



White to play and draw

1 KxR P-R4
2 K-Kt7 P-R5

If 2 . . . K-Kt6; 3 K-B6, P-R5; 4 K-K5, and now if 4 . . . KxP; 5 K-B4 wins the Pawn, or if 4 . . . P-R6; 5 K-Q6 and both Pawns Queen.

3 K-B6 P-R6
4 K-K7 P-R7
5 P-B7 K-Kt2
6 K-Q7 Draws

Can White mate with two knights, if Black has a pawn besides his king? Submitted by L. Lawrence, Los Angeles, Calif.

It depends! An adequate answer would take an entire issue of CHESS REVIEW. The best analysis of the subject can be found in "Chess Studies," by A. A. Troitzky, where it takes 61 pages!

CHESS BY MAIL



Dr. Herman Reichenbach

Dr. Herman Reichenbach, now 45 years of age, has been playing chess since he was 12. At that tender age, he says, "I was quite an expert, playing easily blindfolded." But his father, fearful of the strain on his young mind, forbade him to pursue a chess career.

Born in Germany, Dr. Reichenbach fled to Russia "to escape Hitler's underlings." Then he came to America, and he says "I am glad to be in U.S.A. now and forever. After having traveled through almost all parts of the world, I feel here like in Paradise."

Dr. Reichenbach entered CHESS REVIEW Postal Tournaments in April, 1941. "I enjoy correspondence chess immensely. It gives me the only opportunity I have for playing the game any more."

Additional excerpts from Dr. Reichenbach's very interesting letter about his chess experiences are given in the Letters department.

With Our Postal Players

by JACK W. COLLINS
Postal Chess Editor

The major part of our May editorial was devoted to our policy of handling annulments, adjudications, and forfeits, and an explanation of the rating method. At that time we wrote that war conditions were multiplying the first three and the fourth required more than a brief exposition to be fully understood. Since then many additional withdrawals have been received and several players have expressed the opinion to us that a better way of treating discontinued games might be found and the resulting effect on ratings. Consequently, we shall review the subject again and give you our latest thoughts on it.

Rule 8, of the 1943 Rules and Regulations, reads: "If a player abandons his games in any section, or withdraws from any section of a tournament, all his games in the section will be annulled, provided he has not finished any games. If he has finished one or more games, the remainder will be adjudicated by the Postal Chess Editor. Withdrawing players should NOTIFY THEIR OPPONENTS and CHESS REVIEW that they are unable to continue play."

And Rule 14 reads:

"The results of games on which forfeits are awarded WILL NOT AFFECT THE RATINGS OF EITHER PLAYER."

In addition we declared in May that adjudications do, or do not, affect ratings, depending on the length of the unfinished game and the merits of the position. Here, as in most matters concerning Chess Review Postal Chess, your Editor is allowed some discretion.

Thus things stood in the past. Now, however, after considering the suggestions of several players and summarizing what we have learned by experience, we have decided to amend existing rules. Henceforth Rule 8 will read:

A player who is unable to finish his playing schedule, and wishes to withdraw from any section, shall notify CHESS REVIEW and his opponents of his intention of withdrawing. The games of a withdrawn player (or a player who abandons his games without notification) will be disposed of as follows:

(a) If the player has finished one or more games in the section, all his remaining games will be adjudicated by the Postal Chess Editor. The adjudicated results will be scored in exactly the same way as the results of games finished in actual play, the players' ratings being adjusted in accordance with these adjudicated results. For the purposes of this rule, a forfeited game will not be regarded as a finished game.

(b) If the withdrawn player has not finished any games, all his games will be scored as wins for his opponents. In this case, CHESS REVIEW will make no adjustment of the players' ratings unless requested to do so by any of the withdrawn player's opponents. Such a request must be accompanied by the score of the game involved and must be submitted within 30 days after the announcement of withdrawal has been published in CHESS REVIEW. Consideration will only be given to games in which 20 or more moves have been completed. Ratings will be adjusted in accordance with the adjudication of such games by the Postal Chess Editor."

This rule has been rewritten with some care and we hope it will abolish certain inequities that resulted from the older one. Naturally, it is practically impossible to devise a set of rules that will liquidate all individual hardships, but the foregoing one comes as close to solving the problems involved as we can at present. If, and when, added revisions become necessary, we will make them. Meantime this changed rule will only apply to old sections in which the old rule has not been evoked and to new sections. We should be interested in learning what you think about the new rule and in knowing whether there are other rules you believe should be altered.

Postal Chess Ratings

This month we publish the names of all our postal players with their current ratings, based on the results of games reported up to July 20th. The list appears on pages 266-267.

How the family has grown! A year ago we had 212 players—now there are 589! Furthermore, this list includes only the names of players who are currently participating in CHESS REVIEW postal tournaments. The names of inactive players and those who have withdrawn from tournaments have been removed. Many of these players are only temporarily on the sidelines and will rejoin later.

Note that we have now regrouped players into four classes. The standard for Class A has been raised to a minimum of 1202 points. With the exception of a few minor masters, who started with a rating of 1200 points, all the players in this class worked their way up from lower ratings, have demonstrated under competitive conditions that they are our strongest players. Class B now consists of players whose ratings range from 1000 to 1200. Class C includes contestants with ratings from 800 to 998. Players in Class D have ratings of less than 800 points.

Purpose of Rating System

Ratings have nothing whatsoever to do with the standings in tournament sections. Prizes are awarded in accordance with the final standings as determined by the total number of games won or drawn by the competitors.

The rating system merely adds a competitive fillip to postal chess. Your rating goes up or down as you win or lose games. (Don't be too discouraged if it goes down; you will have lots of company near the bottom.) Eventually, your rating will reveal your true playing strength.

The main purpose of the rating system, however, is to enable you to meet opponents of about the same playing strength as yourself when you compete in sections of the Class Tournaments. In these tournaments entries are grouped according to their ratings. You may enter a section made up of players in your own class—or you may enter a higher (but not lower) class section if you want to compete with stronger players.

If you are entering a CHESS REVIEW tournament for the first time, you are asked to state whether you consider yourself a Class A, B, C or D player. In most cases, this estimate can only be approximate. If you have been playing chess for less than one year, we recommend that you specify Class D. If you have had more than a year's experience and have tested your strength against many players, specify Class C or Class B. If you are a strong club player, you should probably start in Class B. Do not specify Class A unless you are fully aware of the strength of the players in this group and consider yourself their equal. In all cases, postal chess experience is relatively unimportant except as it may serve to guide you in estimating your playing strength.

Initial ratings will be issued to new players as follows: Class A—1200 up, according to known playing strength; Class B—1100; Class C—900; Class D—700. There is no advantage in starting with a higher rating than your true strength as you will be unable to maintain an inaccurate rating in competitive play. On the other hand, it is unfair to other players to underrate your strength.

Method of Adjusting Ratings

A certain number of points is added to the rating of a player who reports a win and the same number of points is deducted from the loser's rating. If the

players are of equal strength, the winner gains 50 points and the loser's rating drops 50 points. If one player is stronger than the other (as indicated by their previous ratings) the rating change varies from 0 to 100, depending upon which player won the game and the difference in the playing strength of the two contestants.

In the case of a draw between two unequal players, the weaker player gains points and the stronger player loses the same number of points. The actual change varies from 2 to 50, depending upon the difference in playing strength. No rating change is made when two equally-rated players draw a game.

The table below is used to determine the number of points for a rating change. In Col. 1 we locate the nearest difference between the previous ratings of the two players and then read across the line. If the higher-rated player won, the number of points is given in Col. 2. If the lower-rated player won, the number of points is given in Col. 3. If the game was a draw, the number of points appears in Col. 4.

Rating System Table

| Col. 1 | Col. 2 | Col. 3 | Col. 4 |
|--------|--------|--------|--------|
| 0 | 50 | 50 | 0 |
| 20 | 48 | 52 | 2 |
| 40 | 46 | 54 | 4 |
| 60 | 44 | 56 | 6 |
| 80 | 42 | 58 | 8 |
| 100 | 40 | 60 | 10 |
| 120 | 38 | 62 | 12 |
| 140 | 36 | 64 | 14 |
| 160 | 34 | 66 | 16 |
| 180 | 32 | 68 | 18 |
| 200 | 30 | 70 | 20 |
| 220 | 28 | 72 | 22 |
| 240 | 26 | 74 | 24 |
| 260 | 24 | 76 | 26 |
| 280 | 22 | 78 | 28 |
| 300 | 20 | 80 | 30 |
| 320 | 18 | 82 | 32 |
| 340 | 16 | 84 | 34 |
| 360 | 14 | 86 | 36 |
| 380 | 12 | 88 | 38 |
| 400 | 10 | 90 | 40 |
| 420 | 8 | 92 | 42 |
| 440 | 6 | 94 | 44 |
| 460 | 4 | 96 | 46 |
| 480 | 2 | 98 | 48 |
| 500 | 0 | 100 | 50 |

Example: Player A, with a rating of 1100, finishes a game with player B, whose rating is 1000. Difference in rating is 100 points, located in Col. 1 on the 6th line of the table. Reading to the right, the rating change is given as 40 points (Col. 2) if player A won the game, or as 60 points (Col. 3) if player B won. If the game was a draw, player A loses 10 points and player B gains 10 points, as shown in Col. 4.

100 points is the maximum which can be gained or lost by a player as the result of one game. Referring to the last line of the table, if the difference between the ratings of the two players is 500 points or more there is no change in rating if the stronger player wins (Col. 2—Zero). With such a wide difference in playing strength, the higher-rated player should win with ease. If he does not win, the rating system immediately corrects this faulty representation of the comparative playing strength of the two players. Thus, if the lower-rated player wins, he gains 100 points and his opponent loses 100 points (Col. 3). If the game is drawn, the lower-rated player gains 50 points and his opponent loses 50 points (Col. 4).

Obviously, to maintain or increase his rating, a player must win from contestants in his own class or higher. He gains little or nothing by defeating weaker opponents.

Prize-Winners This Month

| Sec. | Player | Prize | Score |
|--------|---------------------------------|-------|-------|
| 41-25 | C. Roberts | 1 | 6½-1½ |
| 42-C2 | A. W. Parker | 1 | 5½- ½ |
| 42-C5 | H. S. Hoit | 1 | 5 -0 |
| 42-C11 | B. Brandstrom | 2 | 4½-1½ |
| 42-C11 | P. H. Richter | 3 | 3½-2½ |
| 42-C15 | H. Reichenbach | 1 | 4 -0 |
| 42-C19 | G. S. Engskov | 1-2-3 | 4 -1 |
| 42-C19 | Rev. M. L. Kirkegaard | 1-2-3 | 4 -1 |
| 42-C19 | Dr. V. E. Quanstrom | 1-2-3 | 4 -1 |
| 42-C24 | S. E. Farnum | 1-2 | 5 -1 |
| 42-C24 | L. R. Schultz | 1-2 | 5 -1 |
| 42-C27 | S. J. Benjamin | 1 | 5 -1 |
| 42-S1 | A. W. Parker | 1 | 4½- ½ |
| 42-S4 | Sgt. B. Schiller | 2 | 3½-1½ |
| 42-S4 | N. Russ | 3 | 3 -2 |
| 42-S15 | Correction: R. C. Hall | 2 | 3½-1½ |
| | R. L. Brown | 3-4 | 3 -2 |
| | H. Fine | 3-4 | 3 -2 |
| 42-S20 | R. Berg | 1 | 5 -0 |

Game Reports—Results to July 20th

1941 OPEN TOURNAMENT

41-25 Roberts 1, Kelsey 0.

1942 CLASS TOURNAMENT

42-C2 Hawkins withdraws. Hadden and Parker defeated Hawkins, adjudications. Smith 1, Charosh 0.
 42-C5 Hoit 1, T. Rozsa 0; Mrs. Muir 1, Work 0.
 42-C7 Casey 1, Hamilton 0.
 42-C9 Weiss ½, Treiber ½.
 42-C11 Brandstrom 1, Richter 0, forfeit.
 42-C15 Reichenbach 1, Van Patten 0.
 42-C17 Bonner withdraws, all games annulled. Kibbey withdraws. Greenspan defeated Kibbey and McKee.
 42-C19 Kirkegaard 1, Franklin 0.
 42-C21 Burke ½, Brown ½.
 42-C22 Sibbet 1, Heisey 0, Smith 1, Charosh 0. Arons withdraws.
 42-C23 Wilner 1, Upham 0.
 42-C24 Briggs withdraws. Schultz 1, Briggs 0, adjudication. Donworth 1, Farnum 0, adjudication.
 42-C25 Goodman defeated Fetell, Higgins, and B. Rozsa.
 42-C27 Little 1, Van Patten 0; Van Patten 1, Benjamin 0, Van Patten ½, Paul ½.
 42-C30 March and Salgado defeated Byers.
 42-C31 Jungers resigned to Ayers, Dishaw, Herman, Roach, Vincent, and Uberti. Ayers defeated Dishaw and Roach; Vincent ½, Dishaw ½, adjudication.
 42-C32 Brady and Lieber defeated Jensen; Goldfeather 1, Randall 0.
 42-C33 Schaeffer 1, Schuette 0.
 42-C34 Buschne withdraws; all games annulled.
 42-C35 Rothman 1, Dishaw 0.
 42-C36 Hildebrand 1, Eichhorn 0; Vosloh 1, O'Brien 0.
 42-C37 Astrab withdraws; all games annulled. Dean 1, Dishaw 0.
 42-C38 Foster withdraws. Foster drew with Malowan and lost to Smith, adjudications. Einhorn 1, Foster 0; Smith 1, Hoit 0.
 Correction: Goodman-Hoit game not finished.

1942 SECTIONAL TOURNAMENT

42-S3 Arons withdraws.
 42-S4 Tomori 1, Schiller 0.
 42-S7 Hamilton 1, Kasper 0; Young 1, Hamilton 0.
 42-S8 Hogan ½, Lacey ½.
 42-S10 Wade drew with Borker and lost to Hallager, adjudication.
 42-S11 Engskov 1, Ozgo 0.
 42-S12 Leigh 1, Kibbey 0.
 42-S13 Steckel 1, Uberti 0.
 42-S14 Hawkins drew with Finnigan and lost to Farnsworth, adjudications. Farnsworth 1, Colley 0.
 42-S15 Correction: Hall 1, Benardete 0, forfeit.
 42-S16 Wilcox defeated Benjamin and Skehan, and drew with Talmadge. Hewitt drew with Skehan, adjudication, and lost to Talmadge. Talmadge 1, Skehan 0.
 42-S17 Casey, De Felice, Mitchell, and Mrs. Platt defeated Duffy.
 42-S18 Kalbach 1, Fielding 0; Stauffer 1, Clasen 0.
 42-S19 Kaplan and Schaeffer defeated Fenley. Borker 1, Kaplan 0.
 42-S20 Berg defeated Koch and Schmidt. Klimas 1, Koch 0.
 42-S21 Mrs. Fenley and Steckel defeated Seidler. Mrs. Fenley defeated Campbell and Lieber, and drew with Wright. Steckel 1, Campbell 0. Campbell, Vosloh, and Wright defeated Seidler, adjudications.

Play Chess by Mail!

One of the best ways to improve your chess skill—and to have a swell time doing it—is to play chess by mail. If you have not yet taken part in CHESS REVIEW's Postal Tournaments you are missing a lot of fun. There are hundreds of CHESS REVIEW Postal Players anxious to meet you by mail, willing to match their ability at chess with yours. Some of these players are strong, others weak. No matter what your playing strength may be, there are CHESS REVIEW players who will team up with you and give you a good game.

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You stand a good chance of winning a prize in your section. Credits of \$4, \$2 and \$1 are awarded to the first, second and third place winners in each section. These credits may be used to purchase chess books or equipment. The entry fee is only \$1. You may enter as many sections as you please at \$1 each.

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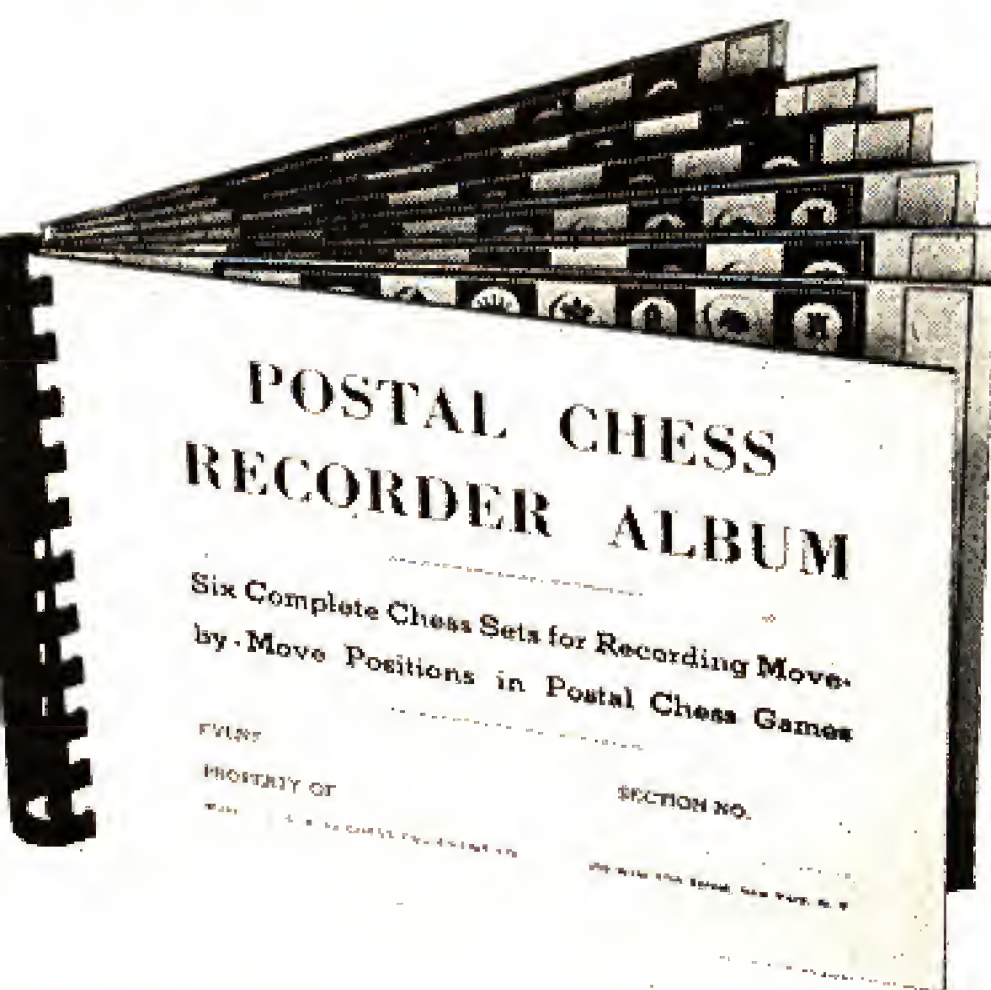
1943 CLASS TOURNAMENT

- 42-C1 Forster withdraws, all games annulled. Ross defeated Zaas and lost to Liken.
- 43-C2 Hankin defeated Blenkinsop and draw with Holladay.
- 43-C3 Grande 1, Litzel 0; May 1, Mulligan 0.
- 43-C4 Leede withdraws, all games annulled. Arons withdraws.
- 43-C5 Hewitt defeated Forrester and lost to Burdick and Dean. Burdick 1, Campbell 0; Elsman 1, Forrester 0.
- 43-C6 March defeated Kimel and drew with Parker. Parker 1, Kimel 0.
- 43-C7 Geertsma defeated Berger and lost to Hartwell. Larson defeated Richardson and lost to Grande.
- 43-C8 Oakley defeated Tallmadge and Theall.
- 43-C9 Fall defeated Schuette and Watson.
- 43-C10 Nelson withdraws. Oakley 1, Miles 0.
- 43-C11 Nelson withdraws. Hoyer 1, Watson 0; Oakley 1, Sprengle 0.
- 43-C12 Lundgren 1, Quanstrom 0.
- 43-C13 Mac Grady and Russell defeated Turoff. Goodlatte 1, Litzel 0.
- 43-C14 Mrs. Darling 1, Schechter 0. Goodman 1, Clubb 0.
- 43-C15 Serfozo defeated Beyer, Brandt, and Jindra. Jindra 1, Brandt 0.
- 43-C16 Oleson resigned to E. Beyer, J. Beyer, Mrs. Darling, Dolan, MacGrady, and Mulligan.
- 43-C17 Naviski defeated Wang and lost to Bischoff. Waag 1, Randall 0.
- 43-C18 Beckman 1, Golgowski 0; Mills 1, Marshall 0.
- 43-C20 Berg withdraws, all games annulled. Bischoff 1, Kurrelmeyer 0.
- 43-C22 Pierce 1, Williams 0.
- 43-C29 Berg withdraws, all games annulled.

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- 43-V1 Charosh, Devlin, and Eastman defeated Mrs. Piant. Eastman and Hankin defeated Charosh.
- 43-V3 Ang. Sandrin 1, Tallmadge 0.
- 43-V4 Arons withdraws. Arons drew with Brown and Conger, adjudications. Brown defeated Conger and Mitchell. Vichules defeated Conger and Guber.
- 43-V5 Palmer defeated Fielding and Serrin.
- 43-V6 Kelsey defeated Paul and lost to Birstein and Rivise and drew with Mager. Birstein defeated Broome, drew with Mager, and lost to Rivise. Hassialis 1, Paul 0; Rivise 1, Mager 0.
- 43-V7 Bundick defeated Fall, Klein, and Vosloh, and lost to Peters.
- 43-V8 Owen withdraws. Owen defeated Little and lost to Kaman. Little 1, Coulter 0. Owen drew with Fenley and lost to Farnum, adjudications.
- 43-V9 Koelsche defeated Brady, T. Rozsa, and Steinmeyer. Rozsa 1, Brady 0; Allison ½, Steinmeyer ½.
- 43-V10 Campbell defeated Paul and lost to Davidson and Herzberger. Davidson 1, Herzberger 0. Paul 1, Johnson 0.
- 43-V11 Buschinc withdraws, all games forfeited.
- 43-V12 Buschinc withdraws, all games forfeited. Liken 1, Smith 0.
- 43-V13 Akers and Dayton defeated Zust, Shapiro 1, Brown 0.
- 43-V14 Buschinc withdraws, all games forfeited. Smith 1, Upham 0.
- 43-V15 Marchand 1, Schick 0.
- 43-V16 Parker 1, Colley 0.
- 43-V17 Boggis withdraws. Czermak and Mrs. Fenley defeated Boggis. Boggis 1, Kasper 0; Moore 1, Kasper 0.
- 43-V18 Slater defeated Campbell and drew with Borker and Benjamin. Benjamin defeated Shoitwell and Treiber.
- 43-V19 Liken 1, Currie 0.
- 43-V20 Phar defeated Barnhart and Krogoll. Barnhart defeated Krogoll and Pokorne. Phar 1, Pokorne 0, forfeit.
- 43-V21 Feldman and Macaleer defeated Schuette. Wysowski defeated Evans and Macaleer.
- 43-V23 Wood withdraws. Quereau ½, Wood ½, adjudication.
- 43-V24 Gotham and Quanstrom defeated Holding.
- 43-V25 Flaherty, Keiser, May, and Thomas defeated Volbers. Keiser 1, May 0.
- 43-V27 Ferer 1, Brunet 0.
- 43-V29 Sibbett 1, Wright 0; Wright ½, Delapierre ½.
- 43-V31 Gross, Naviski, and Neal defeated France. Gross 1, Roche 0.
- 43-V32 Catich defeated Bolliger and Ang. Sandrin. Ang. Sandrin 1, Bolliger 0.
- 43-V33 Charles and Serfozo defeated Lowy. Kolisch 1, Oeder 0.
- 43-V34 Brutsche withdraws, all games forfeited.
- 43-V35 Sibley withdraws, all games forfeited.
- 43-V36 De Gallaix lost to Fredeskov, Galluccio, Korvick, McCarthy, Neider, and Woodle. Neider defeated Fredeskov and Korvick. Woodle 1, Fredeskov 0.
- 43-V39 Baerger 1, Addleston 0.
- 43-V41 Ortiz withdraws, all games forfeited. Wysowski defeated Cabnel and Scarborough.
- 43-V42 Frankel withdraws, all games forfeited.

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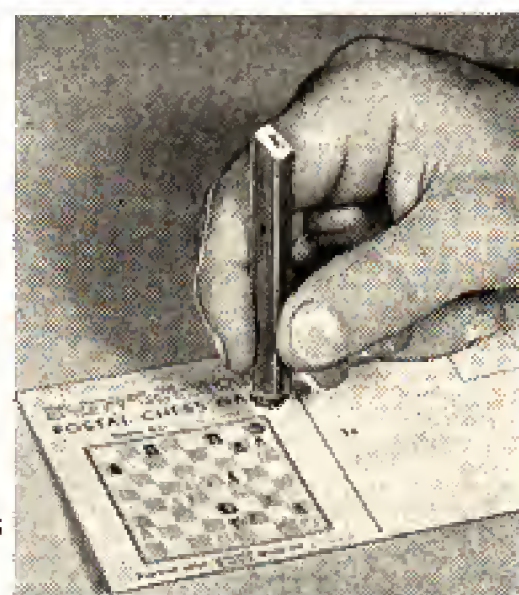
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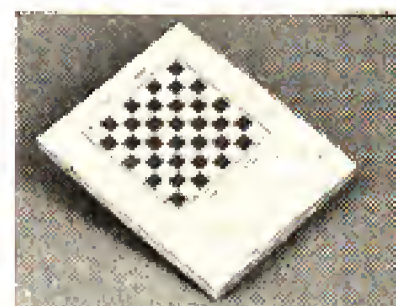


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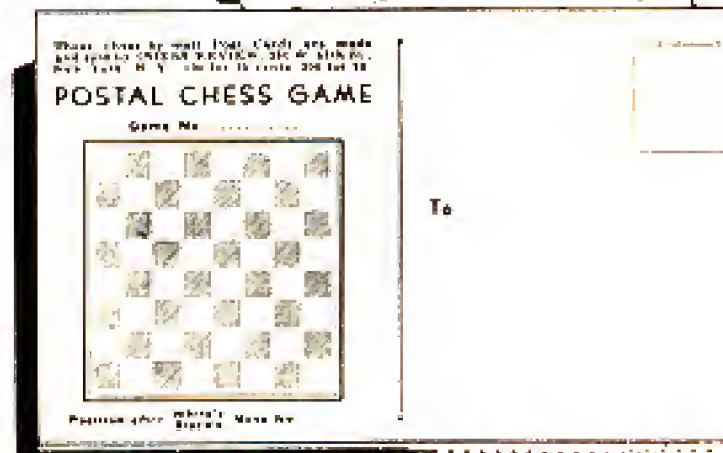
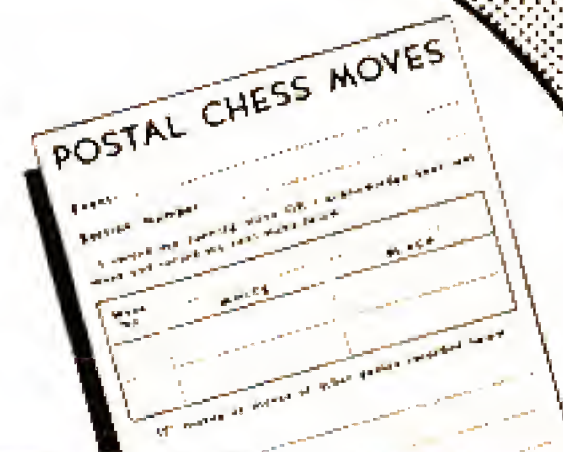
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Yeoman Rosenberger, ardent V-mail correspondence player, and Private McTeer discuss an old-fashioned opening.

GIUOCO PIANO

| McTeer | Rosenberger |
|----------|-------------|
| White | Black |
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | B-B4 |
| 4 P-B3 | |

The Giuoco Piano "quiet game" was probably so rated in contrast to the pyrotechnic Evans Gambit (4 P-QKt4), which for a long period was considered "the only debut worthy of a gentleman." But the Giuoco Piano actually contains all the elements of fireworks.

4 Q-K2

4 Kt-B3 counter-attacking White's center is the customary continuation. That move, however, presumes a knowledge of divers attacking lines, the lack of familiarity of which brings rapid retribution.

Primarily, the text move aims to maintain the center and steer the play into close channels.

| | |
|--------|-------|
| 5 O-O | P-Q3 |
| 6 P-Q4 | B-Kt3 |
| 7 B-K3 | |

Overprotecting the Queen Pawn. A better plan was 7 P-KR3 (to prevent B-Kt5) and the advance on the Queen's wing, P-QKt4, P-QR4, and then B-R3! indirectly bearing on Black's Queen. The threat of P-Kt5 followed by the capture of the King Pawn poses a difficult problem for the defender. In this line observe White's attempt to exploit the weakness of Black's Queen at K2.

After 7 P-KR3, of course not 7 PxP; 8 PxP, QxP??; 9 R-K1. But Black may try 7 Kt-B3; 8 R-K1, O-O; 9 P-QKt4, PxP; 10 PxP! whereupon KtxKtP would be hazardous.

7 Kt-B3

7 B-Kt5 would have compelled White to declare himself in the center. For 8 BxKt; 9 PxP would result in a weak Pawn

structure, while 9 QxB would lose the center Pawn.

| | |
|----------|-------|
| 8 QKt-Q2 | B-Kt5 |
| 9 Q-B2 | O-O |

9 BxKt; 10 KtxB, PxP; 11 PxP, QxP wins a Pawn without risk. Therefore White should have played 9 P-KR3.

| | |
|----------|------|
| 10 QR-K1 | K-R1 |
|----------|------|

10 BxKt was still worthy of consideration: 11 KtxB, PxP; 12 BxP (forced), Kt-K4 and the sting is out of White's center Pawns.

Thus far Black has succeeded in maintaining the status quo in the center. The text move is a prelude to the advance of the KBP after due preparation. More accurate would be 10 QR-K1 putting more pressure on White's center, and contemplating a withdrawal of the QB (in some contingencies) to B1, without cutting the communication of the Rooks.

| | |
|----------|-------|
| 11 P-QR3 | |
|----------|-------|

The object of this move is not clear. A haven of retreat for the Bishop is not needed, and the move serves no other useful purpose.

| |
|----------------|
| 11 Kt-Q2 |
|----------------|

Carrying out the plan as per schedule. Good strategy however, calls for fixing the play in the center before undertaking a wing attack. QR-K1 was still indicated.

| | |
|----------|-------|
| 12 P-KR3 | |
|----------|-------|

Putting the question to the Bishop. 12 BxKt give White the minimal advantage of the Bishop for Knight, while the retreat courts the advance P-KKt4 which temporarily demobilizes the Bishop.

| | |
|----------------|-------|
| 12 B-KR4 | |
| 13 P-KKt4 | B-Kt3 |
| 14 P-KR4 | |

White apparently violates the principles of good strategy by undertaking action in the center and wing simultaneously. But Black's weak moves — K-R1 and Kt-Q2 — have given White a sufficient strategical superiority to justify this course.

| | |
|---------------|-------|
| 14 P-B3 | |
| 15 P-R5 | |

A bit impetuous. A long-range

plan here might be 14 Q-Q3 (protecting the QP) followed by Kt-R2 and P-B4. Black will then be reduced to a policy of watchful waiting.

| | |
|---------------|-------|
| 15 B-B2 | |
| 16 P-Q5 | |

Now again 16 Q-Q3, followed by Kt-R4 and possibly Kt-B5 would offer better prospects. Having succeeded in maintaining both actions thus far, there was no reason to release the tension in the center.

After the text move Black exchanges White's Bishop controlling the Black squares, and begins the exploitation of the weakness on this color. (Note White's KB4 and KKt5).

| | |
|--------------|-------|
| 16 BxB | |
| 17 RxB | |

17 PxP looks bad from the point of view of Pawn structure. But it would be the lesser evil, as it would strengthen White's KB4, and White might have been able to turn the open file to account.

| |
|----------------|
| 17 Kt-Q1 |
|----------------|

The beginning of a maneuver to occupy the Black squares.

| | |
|----------|--------|
| 18 Kt-R4 | P-KKt3 |
| 19 PxP | BxKtP |

To vacate the square B2 for the Knight. But Black's Pawn formation leaves something to be desired. 19 PxP was better, followed soon by K-Kt2 and R-R1.

| | |
|----------|-------|
| 20 R-Kt3 | |
|----------|-------|

20 K-Kt2 followed by 21 R-KR1 or 20 R-R3 followed by P-B3, K-B2 and the doubling of Rooks on the open file were good alternatives. There is not much point in placing the Rook on the Kt file in anticipation of opening the file (Kt-B5, BxKt; PxP), as Black will be in a position to challenge its possession.

| | |
|-----------------|-------|
| 20 R-KKt1 | |
| 21 P-B4 | |

An outright strategical blunder. This effort to palliate the weakness of KB4 and KKt5 creates a much greater weakness by opening Black's K4 to occupancy by a piece. Thereafter defense of the White position becomes extremely difficult.

21 P x P
22 R x P Q-K4!
23 R(3)-B3

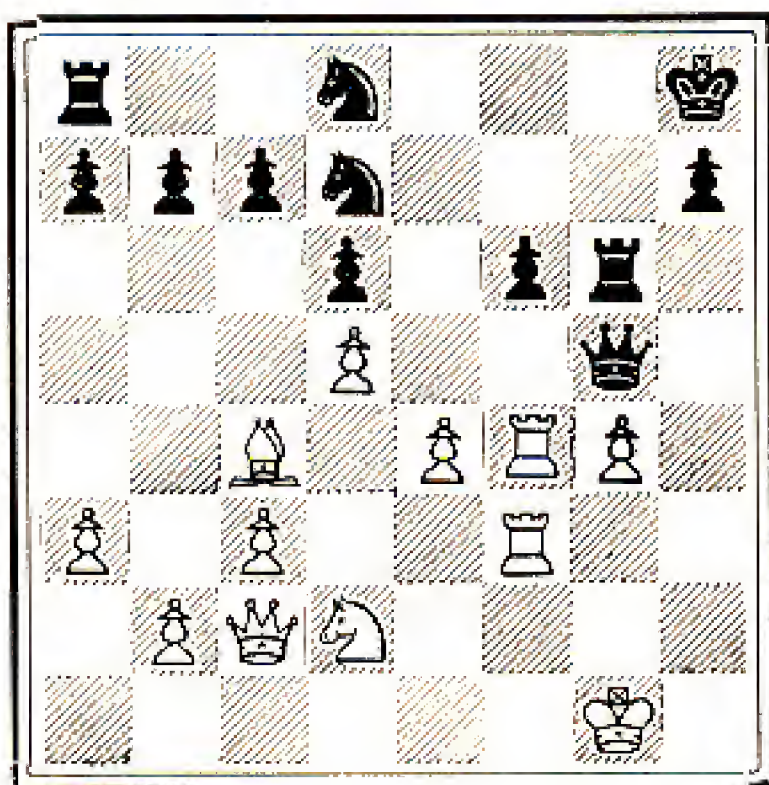
White's Rooks are tied to each other while bearing on no vulnerable point.

23 Q-Kt4
24 KtxBch

The impending . . . Kt-K4 forces simplification. But it is too late.

24 R x Kt

24 . . . P x Kt was also good. But Black's target is the KtP.



25 B-K2 Q-R5
26 Kt-B1 Kt-B2!
27 R-B2 Kt-Kt4
28 R-R2 Kt-R6ch
29 K-R1 Kt-K4
30 Q-Q2 QR-KKt1
31 Q-K3 KtxP
32 B x Kt

If 32 Q x Kt, Kt-B7ch wins quickly, whereas 32 R x Kt, KtxQ; 33 R(3) x Q, R-Kt8ch, 34 K-R2, QR-Kt7ch; 35 K-R3, R-R8ch and mate next move.

32 R x B
33 R x R Q x R

Threatening Q-Kt8ch and mate.

34 R-K2 Kt-Kt8
35 R-R2 Kt-B6

There was no way of preventing this move: 35 R-KB2, Kt-B6 just the same.

Resigns.

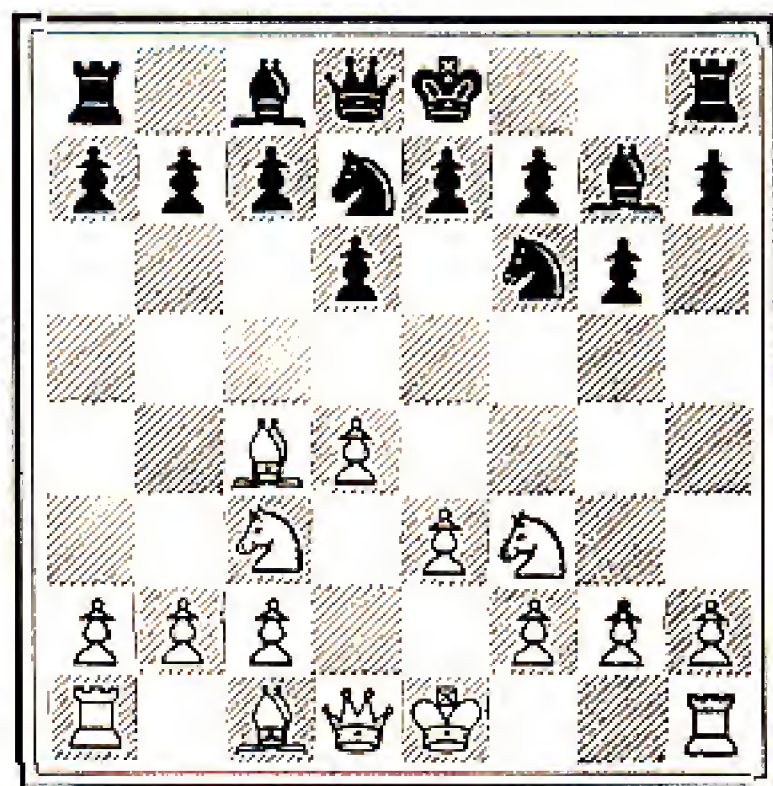
3 B-B4

Out of order in the above outlined system of play, but not completely without point. Its fault lies in Black's ability to drive the Bishop in his own good time with . . . P-Q4.

3 P-KKt3
4 Kt-QB3 QKt-Q2

4 P-Q4 followed by . . . P-B4 offers better prospects. Black's plan however has been mapped out in advance, and it is rock-bound, "come hell or high water."

5 Kt-B3 B-Kt2



6 B x Pch

A coup de main which comes as a rude surprise to the defender! Black's solid entrenchment works both ways: it provides no avenue of escape for his menaced forces in the ensuing play.

6 K x B
7 Kt-Kt5ch K-Kt1

Otherwise 8 Kt-K6 wins the Queen.

8 Kt-K6 Q-K1
9 KtxP Q-Q1
10 KtxR

Momentarily in possession of a Rook and two Pawns for a minor piece. The Knight however, is cornered and a more equal balance of material will be reached when it falls. Nonetheless, the time consumed in preparation of its capture should afford the aggressor ample opportunity to create new targets of attack.

10 P-Kt3

First 10 . . . P-Q4 would have averted the technical trouble of bagging the Kt.

11 Q-B3 P-K3
12 Q-B6 Kt-K1

To prevent the escape 13 Kt-B7.

13 Kt-Kt5 Kt-Kt1

Forced! Otherwise 14 KtxQP or 14 KtxRP or even 14 Kt-B7 frees the Knight.

14 Q-K4

14 Q-QB3 (intending Kt(8)-B7) would be somewhat better: 14 . . . B-Kt2; 15 Kt(8)-B7, B x KtP; 16 R-KKt1 wins.

14 P-Q4

14 . . . P-QR3 also gives Black a ghost of a chance. If 15 Kt-R7? P-Q4; followed by . . . B-Kt2 and both Knights are trapped. And if 15 Kt-B3, P-Q4 succeeds in capturing the stranded Kt. At the worst however, White may pick up a third Pawn for the Knight and remain material plus.

15 Q-B4 Kt-R3

Still barring the exit. Black's tenacity is to be commended.

16 P-KR4

With the doom of the Knight foreshadowed, White creates a diversion.

16 B-Kt2
17 R-R3

Of course he might have captured the extra Pawn, but he rates time as of the essence—no pusillanimous tactics these!

17 B x Kt
18 R-B3 Q-Q2
19 B-Q2 P-R3

Naturally not 19 Q x Kt; 20 Q-B7ch, curtain!

20 P-R4 QKt-B2
21 KtxKt KtxKt
22 B-Kt4 Kt-K1

While material is approximately equal, the scope of Black's Bishops is sadly limited.

23 P-QR5 P-QKt4

Otherwise, after the exchange, White's QR penetrates with telling effect.

24 B-B5 P-R3
25 K-K2

To effect an entrance of the balance of his force.

25 B-QB3
26 R-R1 Kt-B3
27 P-KKt4 P-K4

Impetuous — but understandable in the light of the strain Black has labored under during the course of action: 27 . . . Kt-K5 and a policy of watchful waiting and hoping, might have yielded more fruitful results.

28 P x P

28 Q x P maintaining a firmer Pawn structure was indicated.

28 KtxP
29 B-Q4 Q-K3
30 R-KKt1 KtxP(4)

An out and out blunder which renders Black's hitherto difficult defense valueless. 30 . . . P-R4 and (after due preparation) . . . KtxP might have turned the tables.

31 B x Kt Q x B

31 . . . B x B; 32 Q-B8ch ends matters quickly.

32 Q-B7ch K-R2
33 Q x Pch K-Kt1
34 Q x B Q x P
35 Q x Pch Resigns

A simple conclusion might be 35 . . . K-R2; 36 R x Bch, Q x R (. . . K x R; 37 Q-B7 mate); 37 R-B7, etc.

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Daly Seth

White Black

1 P-Q4 Kt-KB3

2 P-K3 P-Q3

The King's Indian Defense, developed chiefly by Reti and Euwe after the last war. Black intends a fianchetto of his KB and an eventual . . . P-K4, while White generally counters with a Queen side demonstration of a mass Pawn advance.

14 P-Q4

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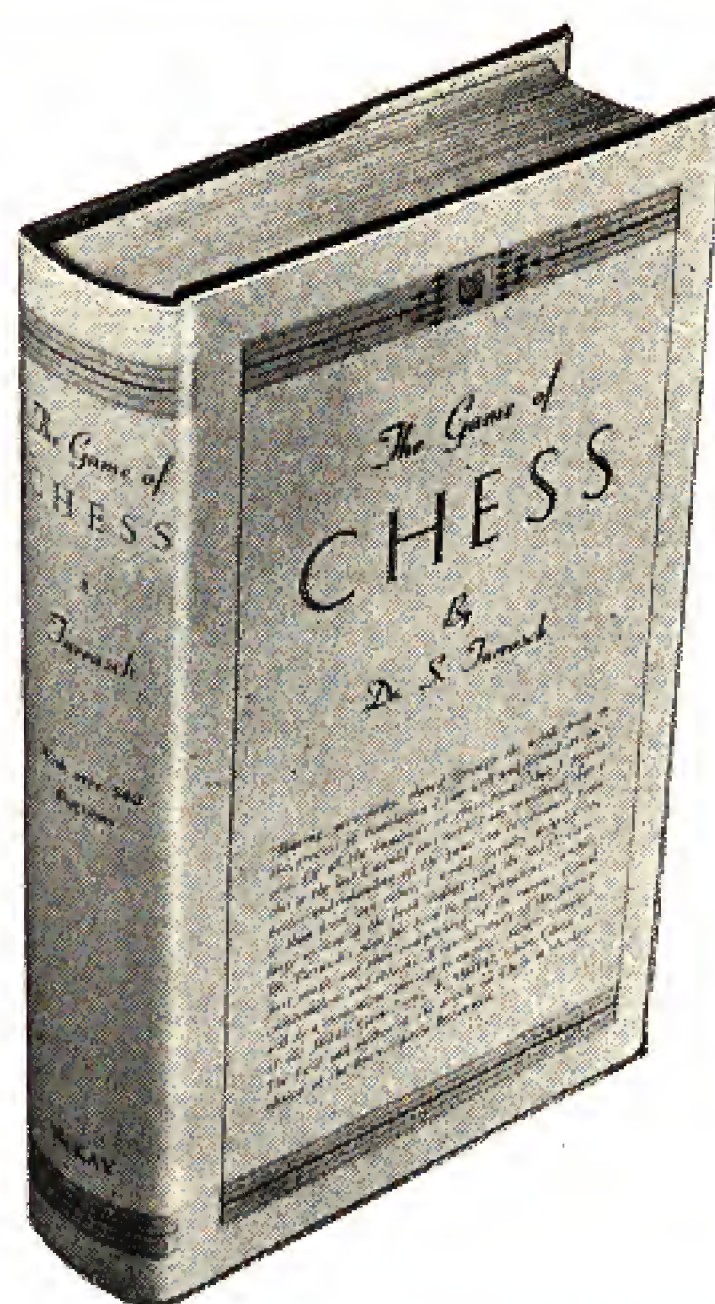
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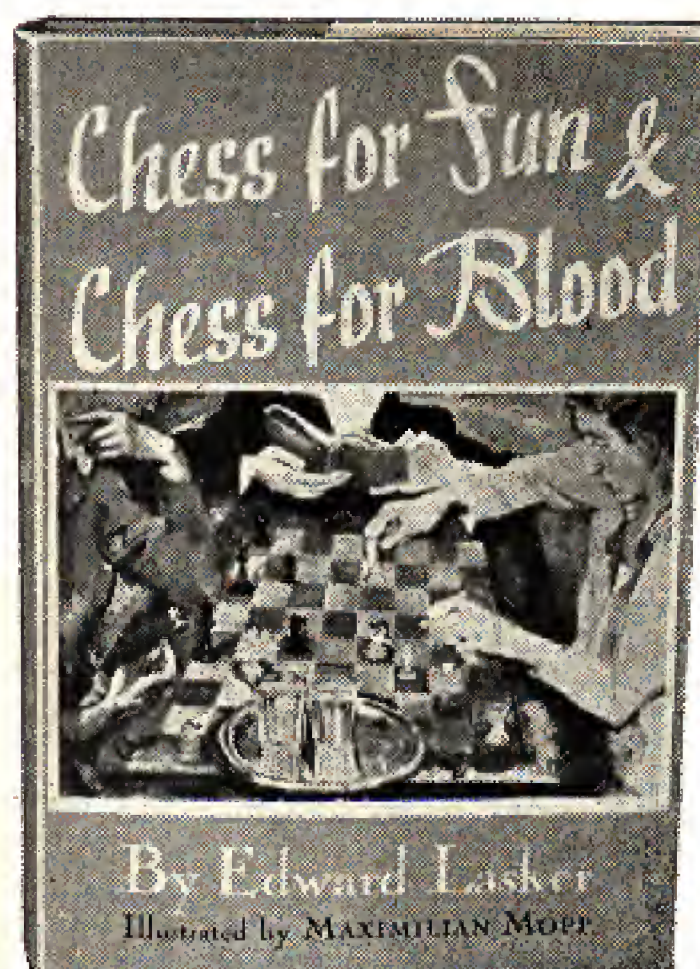
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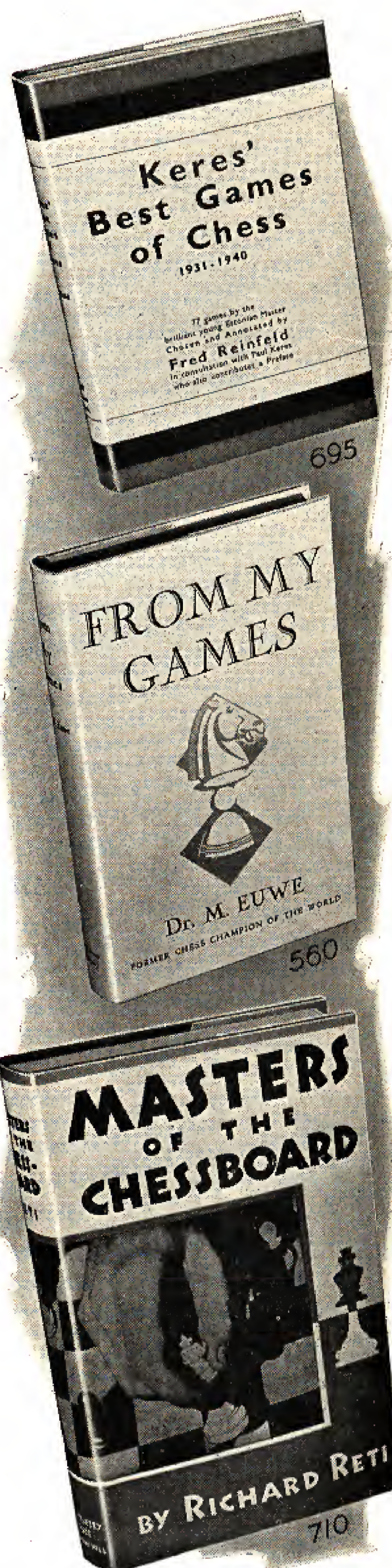
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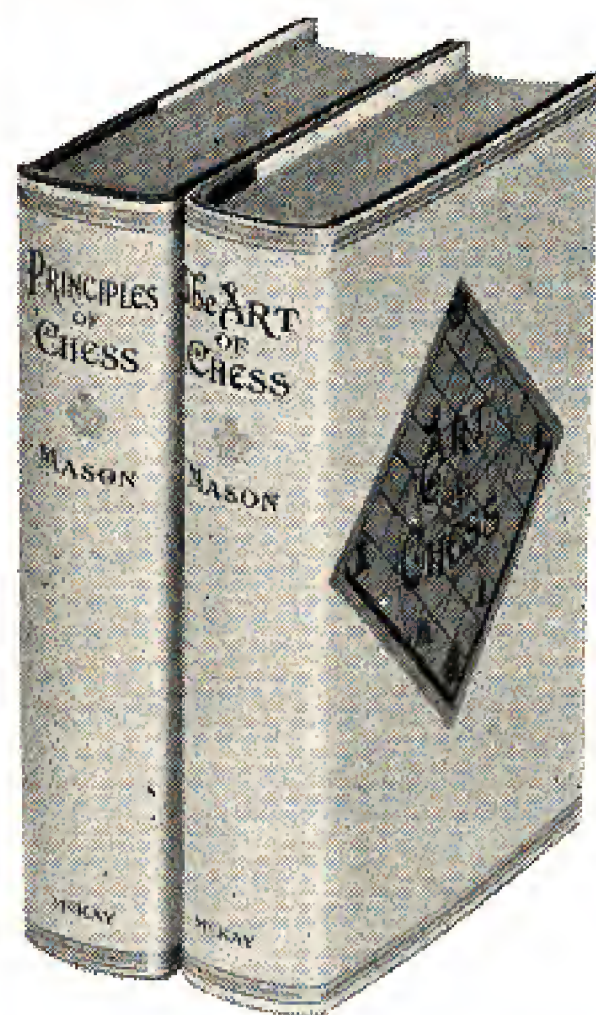
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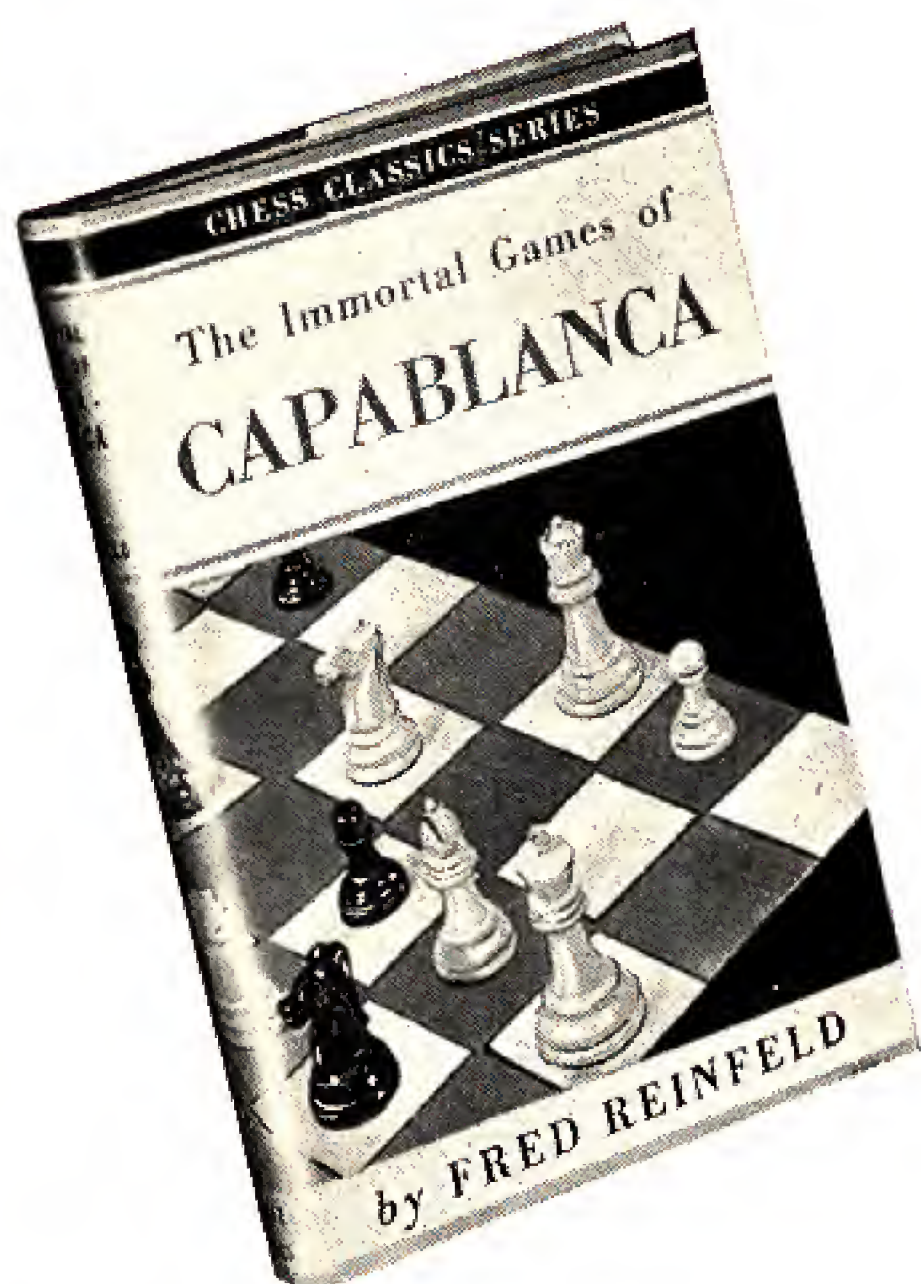
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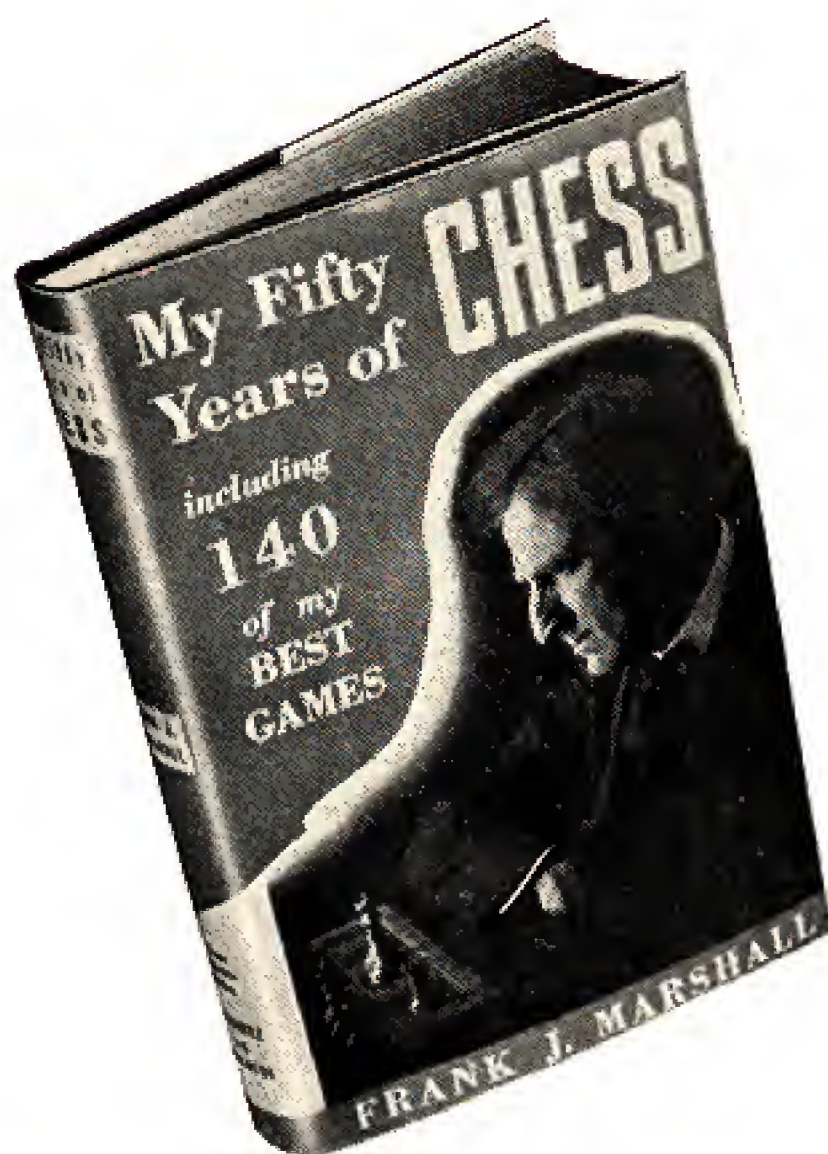
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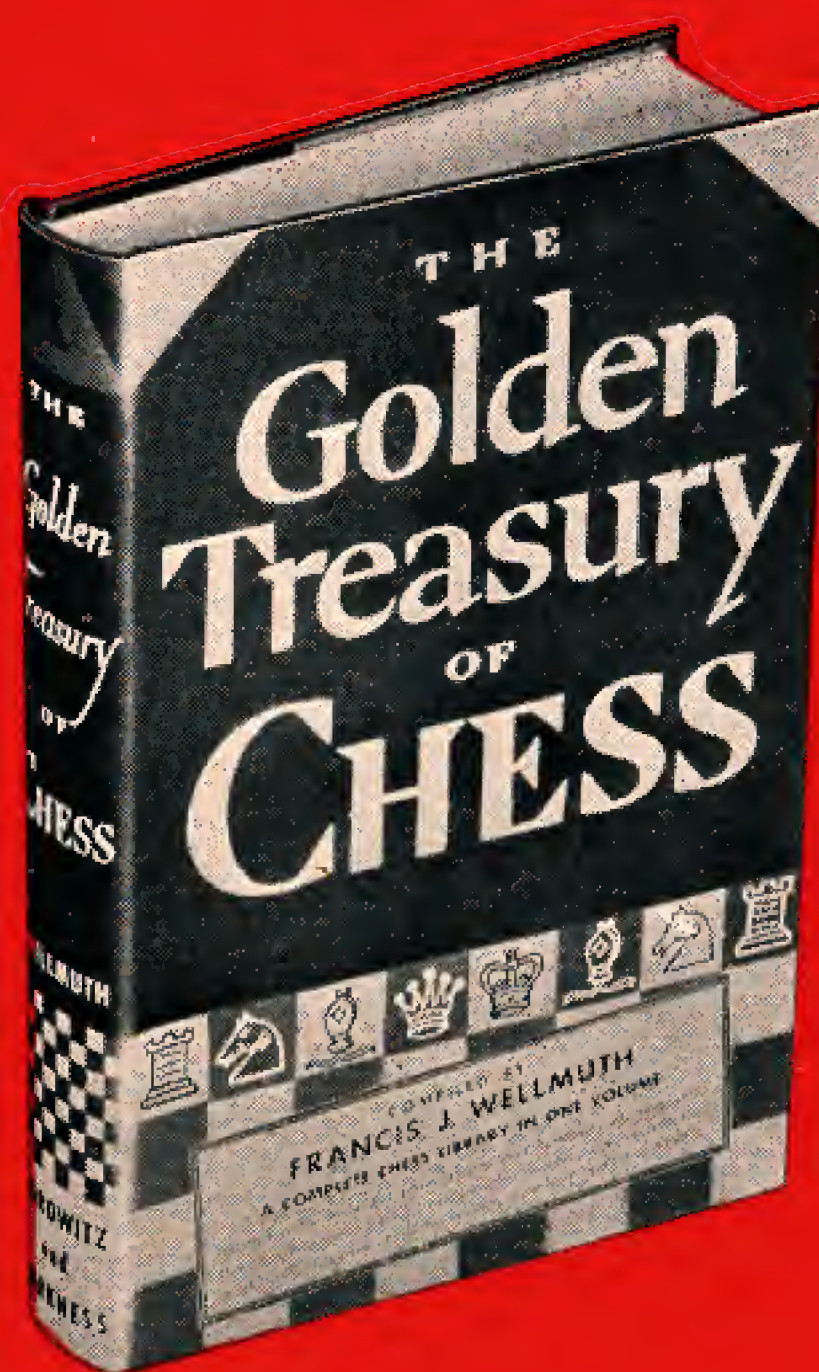
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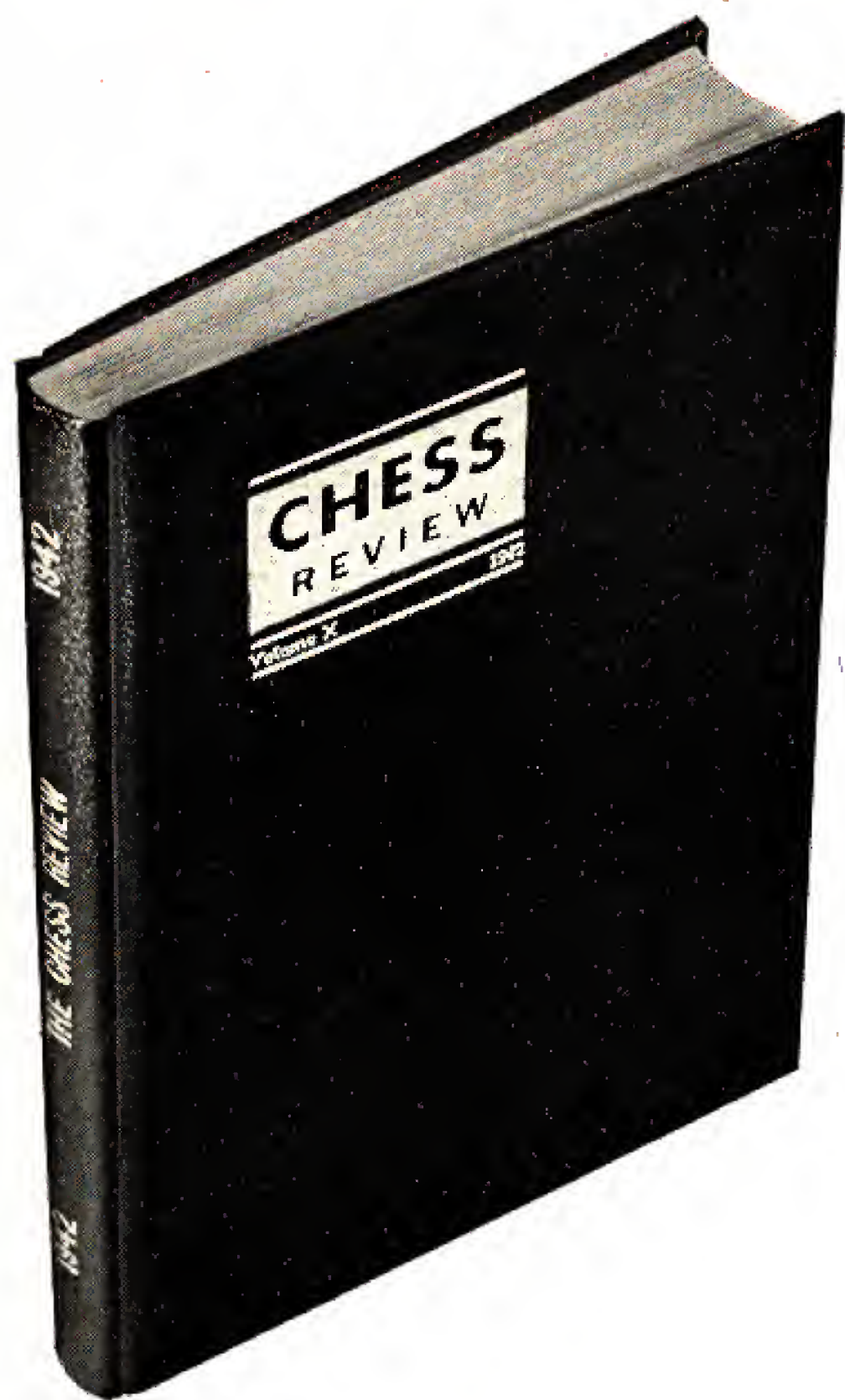
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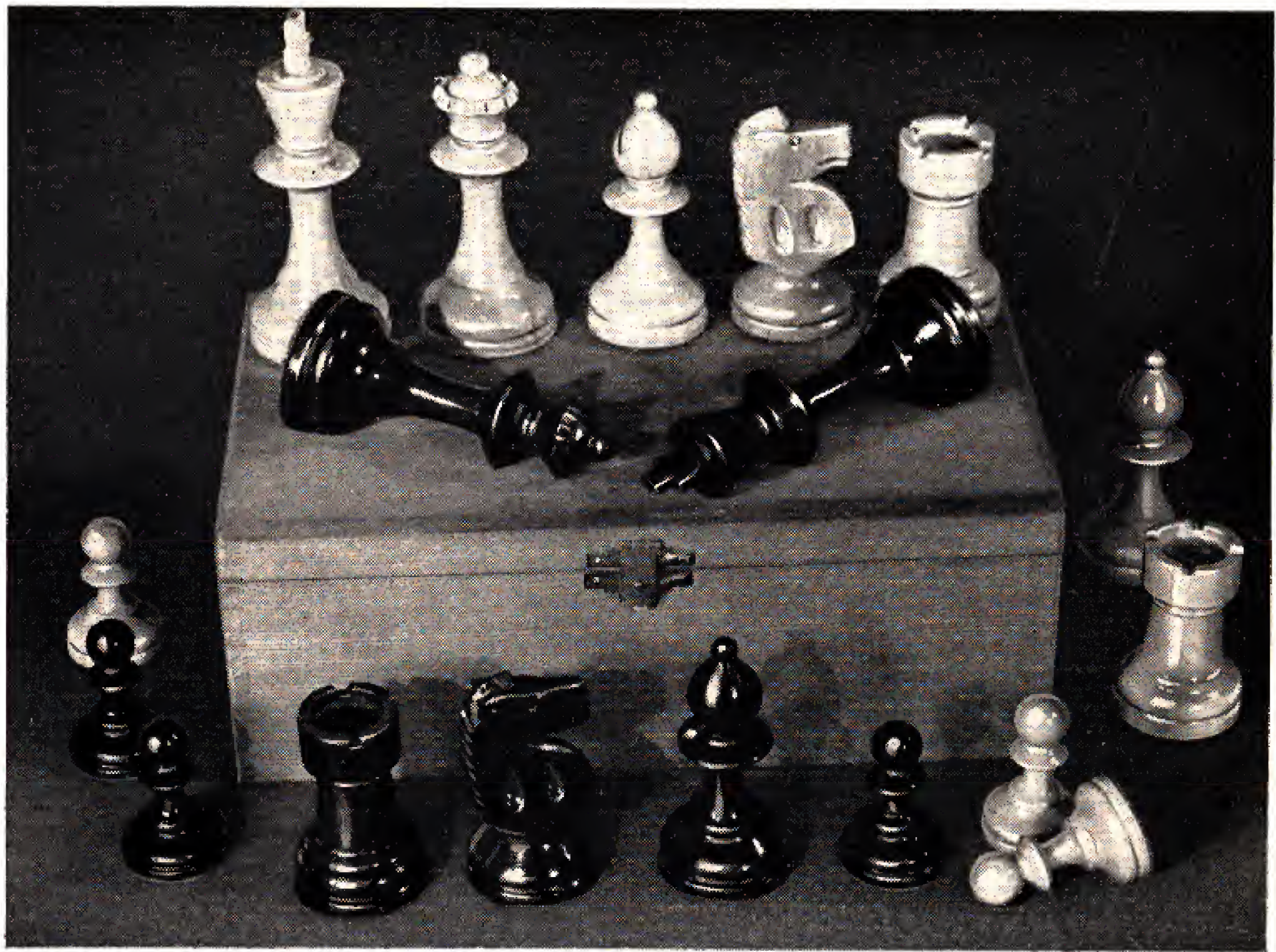
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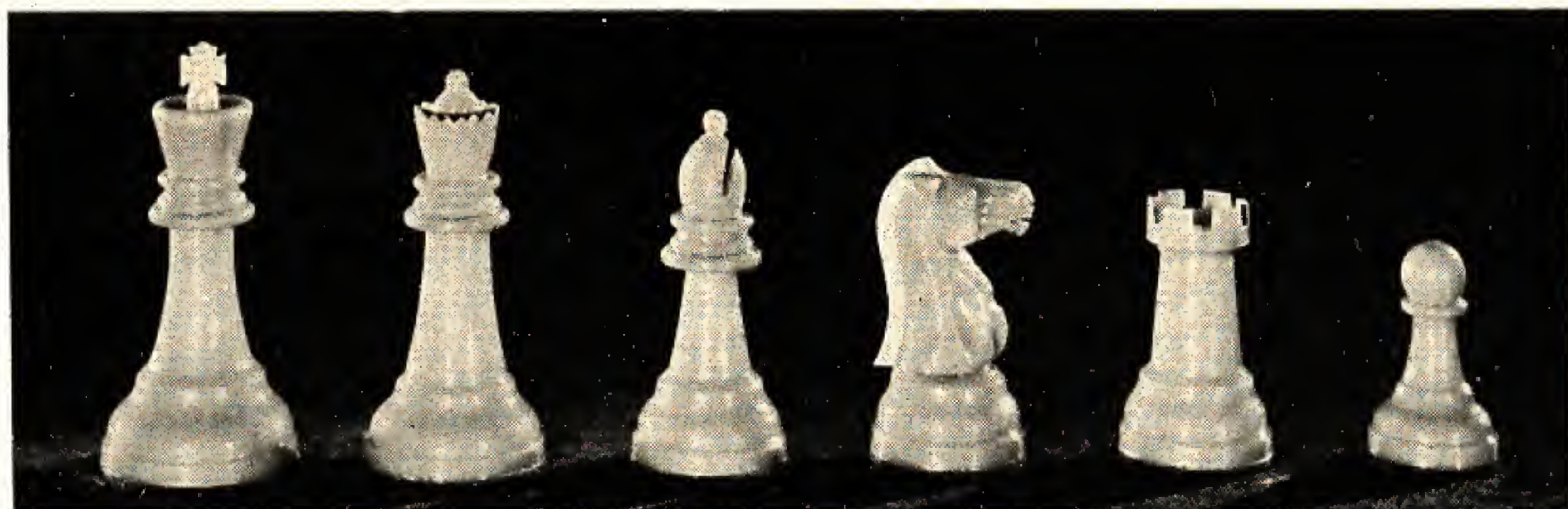
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CHESS REVIEW

Vol. 11, No. 8 October, 1943

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Reuben Fine—Game of the Month

P. L. Rothenberg—Problems

Irving Chernev—Oddities

Jack S. Battell—Postal Chess

A. S. Pinkus—Questions

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LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

NEW SERIES

Sirs:

Reuben Fine's new series is
undoubtedly the best feature that
CHESS REVIEW has ever had.
The magnificent analysis of
Lasker's chess psychology is ab-
solutely fascinating, and the an-
notations to the game itself are
as near perfection as possible.

Keep up the good work!

SAMUEL SHAPIRO
New York, N. Y.

BURNED UP

Sirs:

I read some of the squawkers'
letters about "too many photos,"
"too much advertising," "not
enough game annotations" and
other what have you complaints.
I just burn up about them be-
cause it's obvious you're doing
your darndest to please the mul-
titudes. The Chess Thrillers and
Chess Traps page is worth the
price of the magazine — so is
Readers' Games. In fact, why
enumerate the different values—
it's swell and I'm darn sorry I
didn't know about it years ago.
I'd be playing a lot better game
now.

FRANK E. SCHIMPF
Rochester, N. Y.

US vs USSR

Sirs:

With victory I'm hoping your
magazine will sponsor an Amer-
ican-Russian Postal Chess Tourn-
ament. There could be a choice
of standard openings to carry
the games beyond the book to
save time . . .

CARL K. CZERMAK
West Orange, N. J.
It's an idea—Ed.

"N" FOR KNIGHT

Sirs:

In publishing games and all
notations pertaining to various
moves and games why not use
the letter "N" to indicate the
moves of the Knight instead of
"Kt". Of course I know that
this piece is spelled "KNIGHT"
but as there is no other piece on
the board that begins with an
"N", it would be evident that the
letter "N" would indicate the
Knight, and not become con-
fused with the King whose sym-
bol is the letter "K".

Sometimes due to poor light,
imperfection in printing or a too
hasty glance at the moves one

can easily mistake the Knight
and King squares and their
moves.

In CHESS REVIEW, March
1943, page 65, a letter from Mr.
Robert McCoy states "On Page
268 in the Steindmeyer-Handy
game, 11 Kt-K5 is impossible.
Should this be 11 Kt-Kt5?" If
the letter "N" would be used
instead of the letters "Kt" I
believe such errors would be
eliminated.

L. F. OAKLEY
Steubenville, Ohio

What do other readers think?
—Ed.

SO CLEAR

Sirs:

Please accept my most hearty
congratulations on your really
splendid magazine. I make a
very great point of chess teach-
ing in my school and it was
recognized as the first school in
the British Isles in which chess
was taught as part of the curric-
ulum. This was some 12 or 15
years ago. Your magazine is
read by some of my boys and I
also show it at my club and it is
always very much admired.
Everything is so clear and these
chess lessons are splendid for
beginners. Personally, after the
problems, I find great interest
in the item "Play the Masters."
It is a superlatively excellent
magazine in every way.

C. S. KIPPING
Wednesbury, England.

Our thanks to famous Problemist
Kipping whose contributions ap-
pear frequently in our Problem
Dept.—Ed.

ENTERTAINMENT

Sirs:

I wish to compliment you on
the excellent entertainment val-
ue of CHESS REVIEW. As a
member of the armed forces
away from home it has afforded
me an excellent method of spend-
ing my spare time. . . I must con-
fess that some of the unanno-
tated games are much above my
head but I suppose that I must
plod along until such time as I
know the why and wherefores
without being told about them in
precise print.

SGT. LEONARD J. MILLS
Providence, R. I.

LETTERS

(continued)

INDIA

Sirs:

I am now located in India where the royal game originated. When I receive **CHESS REVIEW** here, the events . . . in the chess world are brought to me as though I were at the scene of their occurrence. Outside of the few games I play here at camp, it is things like your magazine that keep my interest in chess alive. . .

PVT J. STAIGLE

Somewhere in India.

MANNA

Sirs:

The arrival of your magazine is just like "manna from Heaven." . . . It has improved tremendously. Several of the boys out here are taking an interest in chess and all the new side-lights in the magazine will give them more interest to absorb the fine points of the game.

Pfc HARRY D. BOLDEN
APO, San Francisco, Cal.

CHESS MOVIES

Sirs:

Your new feature "Chess Movies" is the most enjoyable and instructive piece of chess literature I have ever come across! Usually I have trouble trying to figure out the "why" of most moves in master games but your new idea gives us amateurs a break. Certainly hope that it will be a regular feature and congratulations to both Mr. Horowitz and Mr. Harkness.

A. J. HARDIMAN
Medford, Mass.

Sirs:

I believe that Chess Movies will become the most useful feature of your magazine. In fact, the same method of featuring the regular monthly games will go far to further enhance the value of **CHESS REVIEW**.

MAX MEYER
New York, N. Y.

Sirs:

. . . about the neatest method I have ever seen for teaching visualization . . .

L. F. OAKLEY
Steubenville, Ohio

LET'S PLAY CHESS

Sirs:

. . . Never before have I seen a better way to introduce chess to the unknowing millions who have not had the pleasure of playing the Royal Game. The clever idea of illustrating chess ranks high among the efficient ideas of the world. Congratulations to the two men who have done the chess world a great deed!!

JOHN M. STEADMAN
Honolulu, Hawaii.

Sirs:

. . . One of the best ways of promoting and teaching chess that I have ever seen.

JAMES SERRIN
Evanston, Ill.

Sirs:

. . . It is certainly expertly presented. I hope it will bring my wife into the fold.

CPL JAMES P. KELLEY
Fort Bragg, N. C.

Sirs:

I am teaching some youngsters the game of chess and have worn out my own copies of the Review containing those lessons so please list my advance order for the lessons in book form when published. The pictorial guide is a masterpiece for instruction.

FRANK R. GRAVES
Fort Worth, Texas.

Sirs:

Your feature "Let's Play Chess" has already created about a dozen chessplayers in our town . . .

J. HOLIFF
London, Canada.

Sirs:

I have looked everywhere for just such a course as you have in "Let's Play Chess." It is the best ever—every move explained!

R. W. RAY
Portland, Me.

Sirs:

Your series on "How to Play" is one of the first things I have seen that is intelligible to me, having had the pleasure of getting tangled on notations in the process of learning the moves. The visual approach does the trick.

ROBERT SIMON

FRONT COVER

Portrait of Hermann Helms, Dean of American Chess, is by **CHESS REVIEW** Photographer Ned Goldschmidt whose studios are at 1235 Park Ave, New York, N. Y.

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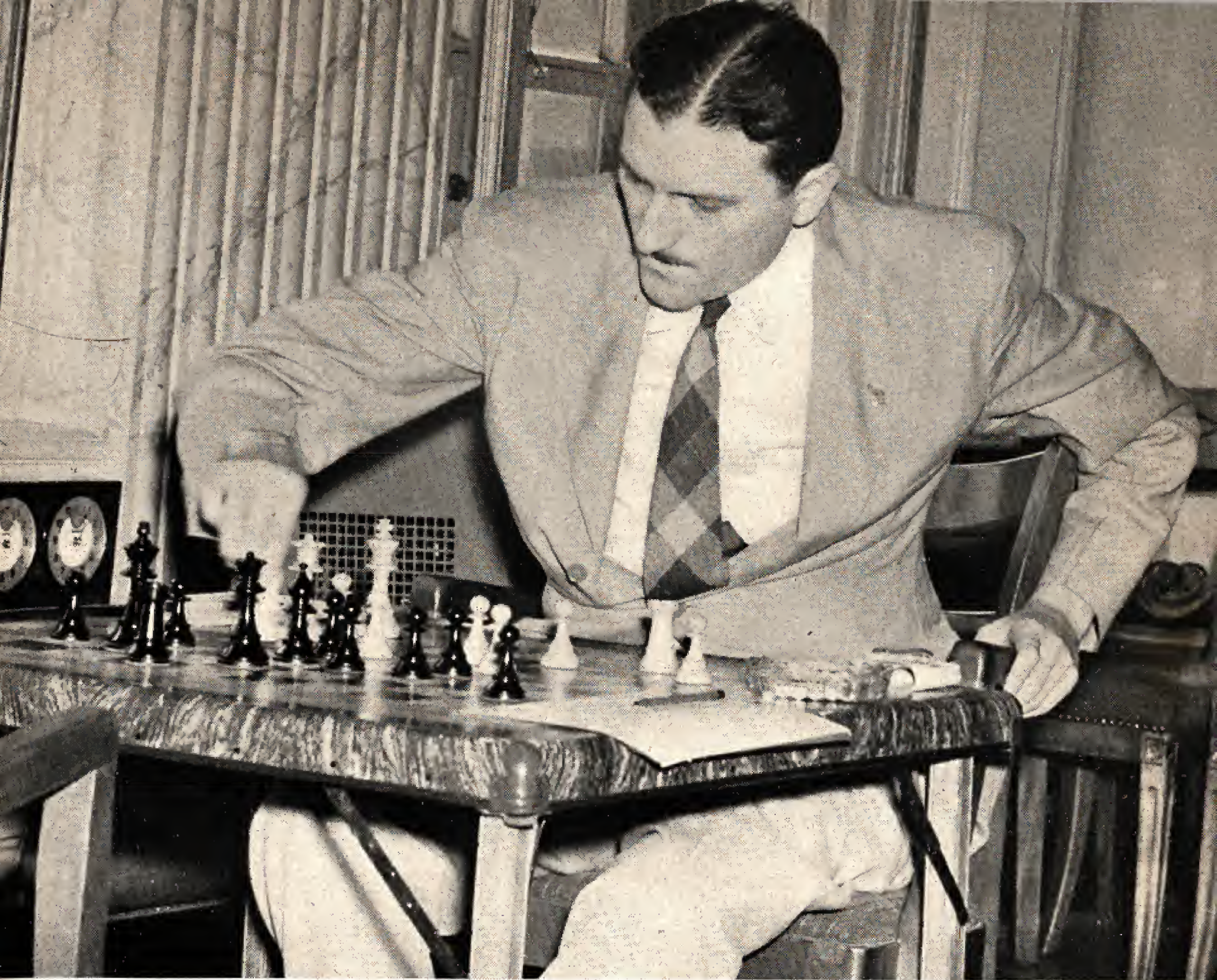
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Horowitz makes a move in his final round game with Santasiere at Syracuse. The popular editor of CHESSE REVIEW won the U. S. Open and N. Y. State chess titles at this event. CHESSE REVIEW Photo

Horowitz Wins U. S. Open Tourney

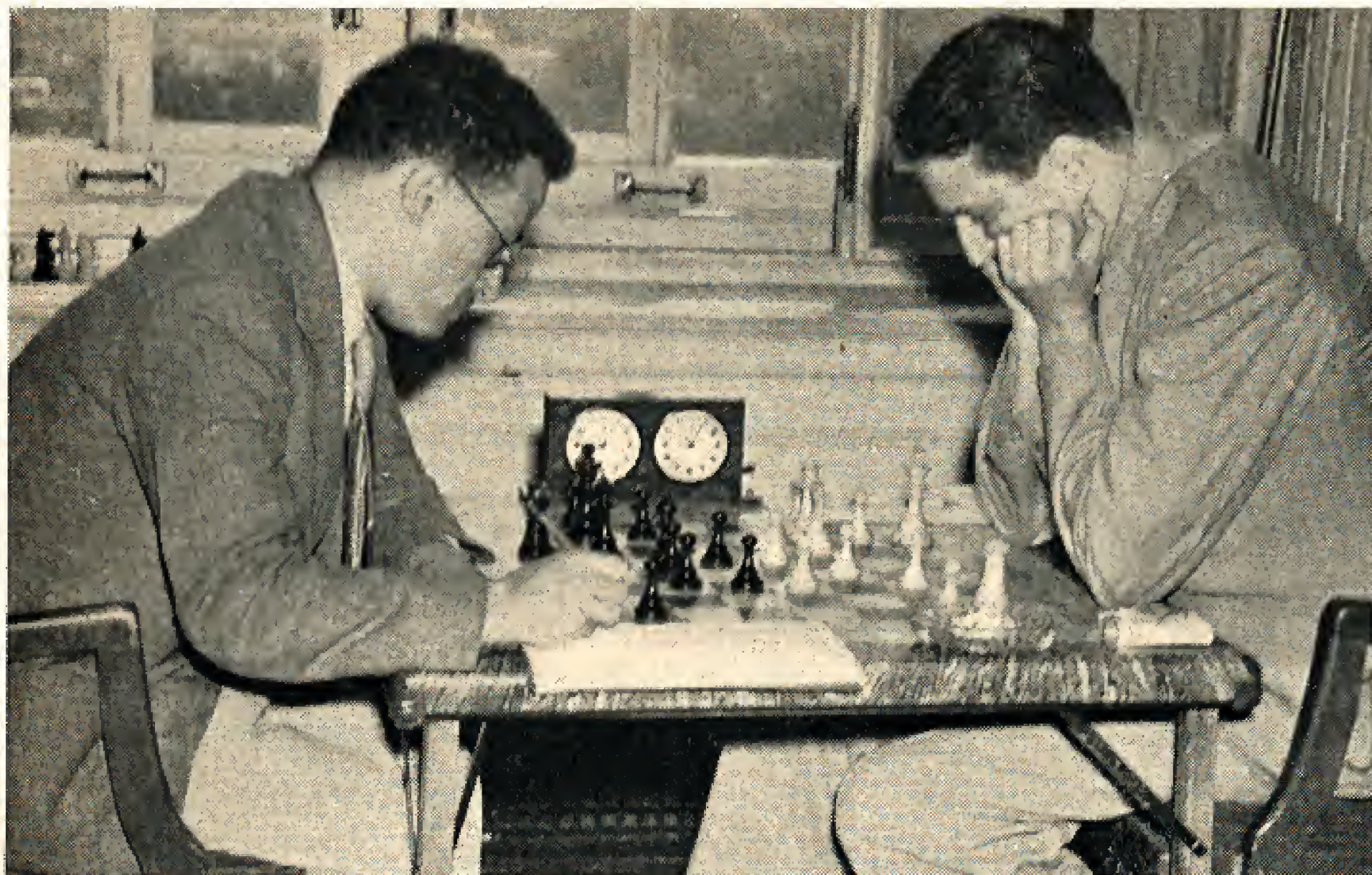
Chessmaster I. A. HOROWITZ, Editor of CHESSE REVIEW, won the U. S. Chess Federation Open Championship and the N. Y. State Chess Championship by finishing first in a field of 16 at the annual state congress, held this year at the Hotel Syracuse, Syracuse, N. Y., from August 14th to 24th.

The final standings were as follows:

| | W | L | D | Score |
|-------------------------------|----|---|---|--------|
| I. A. Horowitz, New York | 13 | 0 | 2 | 14 -1 |
| A. E. Santasiere, New York | 12 | 0 | 3 | 13½-1½ |
| B. A. Altman, Flushing | 10 | 4 | 1 | 10½-4½ |
| H. B. Daly, Boston | 7 | 3 | 5 | 9½-5½ |
| G. L. Katz, Boston | 7 | 3 | 5 | 9½-5½ |
| E. Nash, Washington, D. C. | 6 | 3 | 6 | 9 -6 |
| Capt. J. Rauch, Sydney, N. S. | 7 | 4 | 4 | 9 -6 |
| R. Johnson, Mercer, Pa. | 8 | 6 | 1 | 8½-6½ |
| S. Shaw, Albany | 6 | 7 | 2 | 7 -8 |
| W. M. P. Mitchell, Boston | 4 | 7 | 4 | 6 -9 |

| | | | | |
|----------------------------|---|----|---|--------|
| A. Otten, New York | 3 | 6 | 6 | 6 -9 |
| R. H. W. Welch, Boston | 4 | 7 | 4 | 6 -9 |
| G. Sturgis, Boston | 1 | 8 | 6 | 4 -11 |
| B. B. Price, Chicago, Ill. | 1 | 10 | 4 | 3 -12 |
| L. W. Stephens, Brooklyn | 2 | 11 | 2 | 3 -12 |
| J. W. Wood, Syracuse | 1 | 13 | 1 | 1½-13½ |

As can be seen from the scores, the contest developed into a duel between Horowitz and Santasiere. These two leaders soon left the field behind them. Neither lost a single game throughout the tourney. Santasiere drew two games (with Katz and Otten) in the opening rounds, then trailed the champion by a full point until Horowitz was held to a draw by Katz. The rivals met in the final round separated by half a point. Horowitz needed only a draw to finish first but Santasiere could tie for first if he succeeded in winning this critical game. Strange as it may seem, the Marshall Club champion made no attempt to fight for a win, took no chances, actually drew the game by repetition of moves!



Runner-up Santasiere (left) plays Horowitz in the final round of the 44th annual USCF Open Tournament at Syracuse. Santasiere made no attempt to open up the game although he needed a win to tie Horowitz. These two leaders outdistanced the field at Syracuse.

CHESS REVIEW Photo

Benjamin Altman, champion of the Queens Chess Club, finished in third place, played aggressive chess, fully deserved his prize. Boston was represented by 5 players, including Massachusetts Champion Gerald B. Katz, who tied with former N. E. Champion H. B. Daly for 4th and 5th. Katz would have finished higher in the standings but tired near the end.

Frank J. Marshall attended the Congress as visiting master, gave a simultaneous exhibition (Score: 8 wins, 3 draws.) Horowitz and Marshall divided 1st and 2nd in a ten-second tourney on Aug. 16th. Another speed tourney was held later, won by I. S. Turover of Washington, D. C.

Guest of honor was veteran chess reporter Hermann Helms. 70 players and visitors attended a testimonial banquet, held on the evening of the 20th, to pay tribute to a man who has devoted his entire life to the promotion of the royal game. For 50 years, Helms has conducted a weekly chess column in the Brooklyn Eagle; for 40 years he has published the American Chess Bulletin, now a bi-monthly. Today, at the age of 73, he is also special chess correspondent of the N. Y. Times, edits a chess column in the N. Y. Sun. In recognition of his remarkable record and long devotion to the cause of chess, President Sturgis of the USCF conferred

on Hermann Helms the official title of Dean of American Chess. (See front cover).

Playing conditions at the Congress were ideal, all events being held in the palatial ballroom of the Hotel Syracuse. Tournament Director Malcolm Sim of Toronto supervised with quiet, unobtrusive efficiency. In charge of arrangements were Paul G. Giers and Mrs. Catherine Nye of Syracuse, both of whom deserve great credit for their promotional efforts. Mrs. Nye was elected President of the State Association for the coming year. Said NYSCA's first woman President: "We are going to embark on a campaign of publicity to promote local chess organizations throughout the State."

Much-needed new blood was infused into the ailing U. S. Chess Federation when Paul Giers was appointed Secretary and Chicago's Elbert A. Wagner, Jr., was named 2nd Vice-President in charge of membership promotion. These enthusiastic workers will attempt to reverse the dismal downtrend in Federation memberships during a period in which chess interest has been soaring.

George Sturgis of Boston was re-elected as President of the USCF. Other officers: G. E. Roosevelt, 1st Vice-President; L. W. Stephens, 3rd Vice-President.

Team Captain Lee W. Palmer presents the Genesee Cup to Albert Stresing, President of the Rochester Checkers and Chess Club, while the other members of the triumphant Monroe County team gather round. At Syracuse these Rochester players won the annual contest for the team championship of N. Y. State. Left to right are W. W. Winans, Jr., (Chairman of the State Association's Publicity Committee), Lee W. Palmer, Erich W. Marchand (Missouri State Champion now residing in Rochester), Albert Stresing, Vincent Weig, Dr. Max Herzberger, (Vice-President of NYSCA).





CHess REVIEW Photo

Ben Altman (standing) watches the final round game between Dr. Katz (right) and Capt. Rauch of the Canadian Army. If the Massachusetts Champion had won this game he would have tied with Altman for 3rd. As it was, he lost to the Dominion player and tied with Daly for 4th and 5th. The score appears below. Photo shows position after Black's 18th move.

FINAL STANDINGS—EXPERTS TOURNAMENT

| | W | L | D | Score |
|-----------------------------|---|---|---|--------|
| G. O. Christenson, Brooklyn | 7 | 0 | 4 | 9 - 2 |
| F. Valvo, Albany | 7 | 1 | 3 | 8½- 2½ |
| H. D. Grossman, New York | 6 | 1 | 4 | 8 - 3 |
| J. W. Barnhart, Bronxville | 6 | 2 | 3 | 7½- 3½ |
| Mrs. M. Bain, Miami, Fla. | 5 | 3 | 3 | 6½- 4½ |
| P. L. Guckemus, Schenectady | 4 | 6 | 1 | 4½- 6½ |
| Mrs. E. Horowitz, New York | 3 | 6 | 2 | 4 - 7 |
| J. Penafether, Syracuse | 3 | 6 | 2 | 4 - 7 |
| D. Sibbett, New York | 2 | 5 | 4 | 4 - 7 |
| J. W. Hoose, Albany | 3 | 7 | 1 | 3½- 7½ |
| P. E. Kruse, Philadelphia | 3 | 7 | 1 | 3½- 7½ |
| C. F. Tears, Jr., New York | 3 | 8 | 0 | 3 - 8 |

FINAL STANDINGS—CLASS A TOURNAMENT

| | W | L | D | Score |
|----------------------------------|---|----|---|--------|
| L. Persinger, New York | 9 | 0 | 2 | 10 - 1 |
| M. Siegel, Buffalo | 8 | 0 | 3 | 9½- 1½ |
| J. Brainin | 7 | 3 | 1 | 7½- 3½ |
| B. M. Smith, Schenectady | 7 | 3 | 1 | 7½- 3½ |
| H. Morawski, Schenectady | 7 | 4 | 0 | 7 - 4 |
| F. Chermak, Syracuse | 5 | 5 | 1 | 5½- 5½ |
| G. A. Donohue, Hastings | 5 | 5 | 1 | 5½- 5½ |
| Z. L. Hoover, Montoursville, Pa. | 4 | 5 | 2 | 5 - 6 |
| Mrs. C. S. Nye, Syracuse | 4 | 7 | 0 | 4 - 7 |
| D. Dann, Syracuse | 2 | 8 | 1 | 2½- 8½ |
| P. J. Jetter | 2 | 9 | 0 | 2 - 9 |
| Miss M. Peters, New York | 0 | 11 | 0 | 0 -11 |

KING'S INDIAN DEFENSE

A fork abruptly terminates a close positional battle.

G. Katz
White

| | | |
|----|--------|----------|
| 1 | P-Q4 | Kt-KB3 |
| 2 | P-QB4 | P-KKt3 |
| 3 | P-KKt3 | B-Kt2 |
| 4 | B-Kt2 | P-Q4 |
| 5 | PxP | KtxP |
| 6 | P-K4 | Kt-Kt3 |
| 7 | Kt-K2 | P-QB4 |
| 8 | P-Q5 | O-O |
| 9 | O-O | QKt-Q2 |
| 10 | QKt-B3 | Kt-K4 |
| 11 | P-B4 | Kt(4)-B5 |
| 12 | P-KR3 | P-K4 |
| 13 | P-Kt3 | Kt-Q3 |
| 14 | B-K3 | Kt-Q2 |
| 15 | R-B1 | P-Kt3 |
| 16 | P-B5 | B-QR3 |
| 17 | Q-Q2 | P-B3 |
| 18 | P-KR4 | R-B2 |
| 19 | PxP | PxP |
| 20 | B-R3 | Kt-KB1 |
| 21 | P-KKt4 | B-B1 |

Capt. J. Rauch
Black

| | | |
|----|--------|--------|
| 22 | Kt-Kt3 | P-R4 |
| 23 | R-KB2 | B-Q2 |
| 24 | Q-K2 | Q-B1 |
| 25 | K-Kt2 | Q-R3 |
| 26 | QxQ | RxQ |
| 27 | QR-B1 | P-R5 |
| 28 | PxP | BxRP |
| 29 | P-Kt5 | PxP |
| 30 | BxKtP | RxR |
| 31 | RxR | B-Q2 |
| 32 | BxB | KtxB |
| 33 | B-K7 | Kt-B5 |
| 34 | P-R5 | PxP |
| 35 | KtxP | R-R6 |
| 36 | R-B3 | B-R3 |
| 37 | K-Kt3 | Kt-Q7 |
| 38 | R-Q3 | RxKt |
| 39 | RxR | KtxPch |
| 40 | K-Kt4 | KtxR |

And Black won



Mrs. Carl S. Nye of Syracuse was elected President of the N. Y. State Chess Association, promises a vigorous campaign to promote chess activities in the Empire State. Watching, above, is Treasurer Fritz Brieger.

TWO KNIGHTS DEFENSE

W. M. P. Mitchell

White

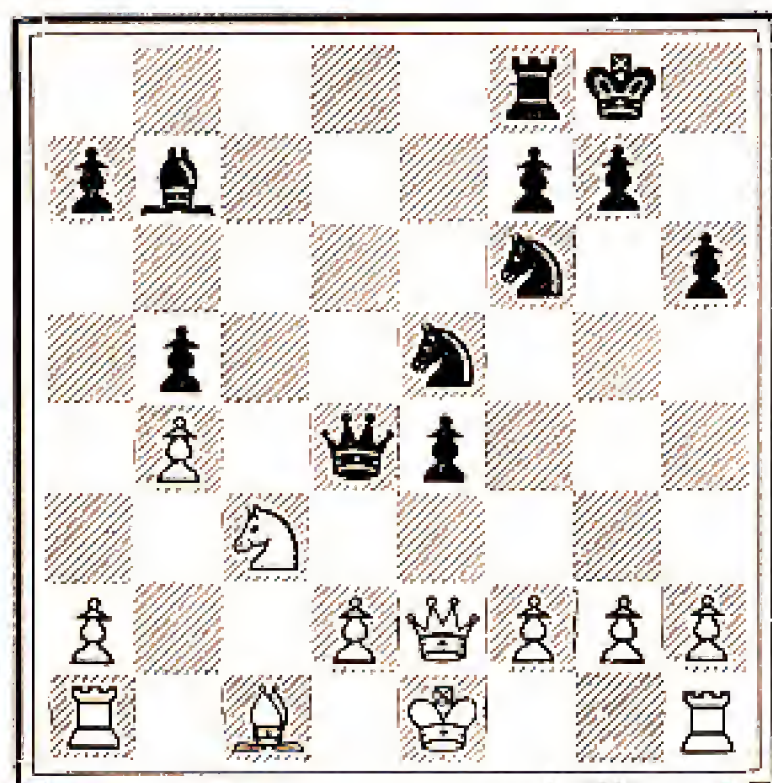
- 1 P-K4
- 2 Kt-KB3
- 3 B-B4
- 4 Kt-Kt5
- 5 PxP
- 6 B-Kt5ch
- 7 PxP
- 8 Q-B3
- 9 QxR

- P-K4
- Kt-QB3
- Kt-B3
- P-Q4
- Kt-QR4
- P-B3
- PxP
- PxB
- B-QB4

I. A. Horowitz

Black

- 10 Q-B3
- 11 Q-K2
- 12 P-QB3
- 13 Kt-B3
- 14 P-QKt4
- 15 Kt-Q4
- 16 PxB
- 17 Kt-B3
- B-Kt2
- O-O
- P-KR3
- Kt-B5
- P-K5
- BxKt
- QxP
- Kt-K4



- | | | | |
|----------|----------|---------|------|
| 18 O-O | Kt-B6ch! | 21 Q-K2 | Q-R5 |
| 19 K-R1 | Kt-Kt5 | 22 PxKt | PxP |
| 20 QxKtP | QxBP | Resigns | |

IRREGULAR OPENING

J. W. Wood

White

- 1 P-K4
- 2 Kt-KB3
- 3 P-B4
- 4 Kt-B3
- 5 P-Q3
- 6 P-Q4
- 7 Kt-Q5
- 8 B-K3
- 9 PxKt
- 10 BxP
- 11 KPxKt
- 12 P-K4

- P-K4
- Kt-QB3
- B-B4
- Kt-B3
- Kt-KKt5
- PxP
- P-Q6
- KtxB
- Kt-Kt5
- KtxKt
- O-O
- P-Q3

I. A. Horowitz

Black

- 13 Q-Kt3
- 14 O-O-O
- 15 Q-B2
- 16 PxKtP
- 17 P-QR4
- 18 BxP
- 19 Kt-Q2
- 20 QxP
- 21 Q-K2
- 22 P-KKt4?
- Resigns
- P-B4
- Q-B3
- P-QKt4
- P-QR3
- RPxP
- PxP
- Q-R3
- B-B4
- Q-B3
- Q-B6ch!

KING'S INDIAN DEFENSE

Harlow B. Daly

White

- 1 P-Q4
- 2 B-B4
- 3 P-K3
- 4 B-Q3
- 5 Kt-KB3
- 6 P-B3
- 7 Kt-R3
- 8 Kt-B4
- 9 Q-B2
- 10 QKt-Q2
- 11 P-QR4
- 12 KPxP
- 13 O-O
- 14 QR-Q1
- 15 PxP
- 16 KR-K1
- 17 R-Kt1
- 18 Kt-B4
- 19 PxB
- 20 B-Kt3
- 21 KR-QB1
- 22 R-Q1
- 23 P-R4

- Kt-KB3
- P-KKt3
- B-Kt2
- P-B4
- Kt-B3
- P-Kt3
- P-QR3
- P-Q3
- P-QKt4
- B-Kt2
- BPxP
- P-Kt5
- O-O
- PxP
- Q-B2
- KR-B1
- Kt-Q1
- BxKt
- Kt-Q4
- Kt-K3
- B-R3
- Kt-Kt4
- Kt-K3

Capt. J. Rauch

Black

- 24 P-QR5
- 25 RxR
- 26 B-B1
- 27 R-R1
- 28 R-R3
- 29 BxB
- 30 Kt-K3
- 31 KtxKt
- 32 B-Q3
- 33 B-K4
- 34 B-Q3
- 35 QxKt
- 36 Q-B1
- 37 R-R1
- 38 Q-Q1
- 39 R-B1
- 40 R-B8ch
- 41 K-Kt2
- 42 Q-K1
- 43 Q-K5ch
- 44 Q-K6
- 45 R-Kt8ch
- 46 Q-B7
- QR-Kt1
- RxR
- Kt(3)-B5
- Kt-R4
- B-B5
- Kt(R4)xB
- Q-Kt2
- KtxKt
- Kt-B5
- P-Q4
- KtxB
- Q-Kt8ch
- Q-Kt7
- QxP
- R-Kt4
- QxRP
- K-Kt2
- Q-R7
- Q-R6
- P-B3
- Q-Q3
- K-R3
- Resigns

GRUNFELD DEFENSE

A. Otten

White

- 1 P-Q4
- 2 P-QB4
- 3 Kt-QB3
- 4 Kt-B3
- 5 P-K3
- 6 PxBP
- 7 Q-R4ch
- 8 KtxQ
- 9 Kt-B3
- 10 PxP
- 11 Kt-Q4
- 12 KtxKt
- 13 B-Q2
- 14 R-B1

- Kt-KB3
- P-KKt3
- P-Q4
- B-Kt2
- P-B4
- Q-R4
- QxQ
- B-Q2
- Kt-R3
- Kt-Kt5
- KKtxP
- KtxKt
- R-B1
- O-O

Cap. J. Rauch

Black

- 15 B-K2
- 16 B-B1
- 17 KtxKt
- 18 P-QKt3
- 19 R-QKt1
- 20 P-QKt4
- 21 B-K2
- 22 PxP
- 23 B-Q1
- 24 B-QB3
- 25 R-R1
- 26 B-K5
- 27 K-K2
- Resigns
- Kt-B5
- Kt-K3
- BxKt
- B-Kt7
- B-QR6
- KR-Q1
- P-QR4
- RxP
- R(4)-Q4
- B-KB4
- R-Q6
- B-Kt5ch
- B-Kt5ch



George Sturgis of Boston was re-elected President of the U. S. Chess Federation. With the aid of two new officials, Sturgis hopes to make the Federation a more active factor in the promotion of chess.



Reshevsky

Kashdan

Horowitz

Shainswit

Adams

Reshevsky Wins N. Y. Speed Title

Samuel Reshevsky, United States champion, annexed the Metropolitan Speed Championship with a final score of 16½-1½, amidst a galaxy of lightning performers at the home of L. Walter Stephens, on Sunday, September 5th. Grandmaster Isaac Kashdan finished in second place with a score of 13½-4½.

| | W | L | D | Total |
|--------------------|----|----|---|--------|
| S. Reshevsky | 15 | 0 | 3 | 16½-1½ |
| I. Kashdan | 12 | 3 | 3 | 13½-4½ |
| I. A. Horowitz | 10 | 4 | 4 | 12-6 |
| Pfc. G. Shainswit | 8 | 5 | 5 | 10½-7½ |
| W. W. Adams | 8 | 6 | 4 | 10-8 |
| M. Green | 7 | 8 | 3 | 8½-9½ |
| R. G. Wahrburg | 6 | 12 | 0 | 6-12 |
| E. S. Jackson, Jr. | 3 | 12 | 3 | 4½-13½ |
| Sgt. J. Soudakoff | 4 | 13 | 1 | 4½-13½ |
| Pvt. S. Weinstein | 4 | 14 | 0 | 4-14 |

NIMZOVICH DEFENSE

Complications do not faze the champion.

| S. Reshevsky White | | | M. Green Black | | |
|-----------------------|--------|----------|-------------------|--|--|
| 1 P-Q4 | Kt-KB3 | 12 O-O | O-O | | |
| 2 P-QB4 | P-K3 | 13 Kt-Q2 | Kt-K1 | | |
| 3 Kt-QB3 | B-Kt5 | 14 Kt-B4 | Q-B2 | | |
| 4 P-QR3 | BxKtch | 15 P-B4 | Kt-Kt3 | | |
| 5 PxB | P-B4 | 16 PxP | P-Kt4 | | |
| 6 P-K3 | Kt-B3 | 17 P-Q6 | Q-Q2 | | |
| 7 B-Q3 | P-Q4 | 18 Kt-K3 | Kt(3)xP | | |
| 8 BPxP | QxP | 19 Kt-Q5 | P-B5 | | |
| 9 Kt-B3 | P-K4 | 20 B-B2 | QxP | | |
| 10 P-K4 | Q-Q3 | 21 B-B4 | P-B3 | | |
| 11 P-Q5 | Kt-K2 | 22 Q-R5 | Q-B4ch | | |

Third position went to I. A. Horowitz, U. S. Open champion who amassed a total of 12 points.

The erstwhile boy wizard ruthlessly ruined all opposition to emerge victor without the outright loss of a single game. New England luminary Weaver Adams, Kashdan and Horowitz were the only ones to nick the champion's score for ½ point, while no other contestant could make an impression on his poise and equanimity.

The occasion was a double round robin tournament at a ten-seconds a move pace to determine the speed king of New York City. Ten entries vied for this favor. Pfc. George Shainswit, Matthew Green, R. G. Wahrburg, national amateur titleholder E. S. Jackson, Jr., Sgt. Jack Soudakoff, and Pvt. S. Weinstein, all tossed their hats in the ring.

Play began promptly at 2 p.m. and continued steadily until intermission at 7 p.m. At the stroke of eight the grind was resumed, and in unison like automatons the combatants moved to the beat of a gong. At twelve, the champion was crowned, and was rewarded with first prize of \$40.00. Four other prizes were awarded to Kashdan, Horowitz, Shainswit and Adams, respectively.

Chess Review reporters were again on hand to record the games of this eventful gathering.

NIMZOVICH DEFENSE

Beware of Reshevsky bearing gifts!

| S. Reshevsky White | | | Pfc. G. Shainswit Black | | |
|-----------------------|--------|-----------|----------------------------|--|--|
| 1 P-Q4 | Kt-KB3 | 11 P-B3 | Q-K2 | | |
| 2 P-QB4 | P-K3 | 12 Kt-Kt3 | P-QKt3 | | |
| 3 Kt-QB3 | B-Kt5 | 13 B-Q2 | B-Kt2 | | |
| 4 P-QR3 | BxKtch | 14 R-K1 | QR-B1 | | |
| 5 PxB | O-O | 15 Q-K2 | P-Kt3 | | |
| 6 P-K3 | P-B4 | 16 Q-B2 | Kt-QR4 | | |
| 7 B-Q3 | P-Q4 | 17 QR-Kt1 | PxP | | |
| 8 BPxP | KPxP | 18 BPxP | QxRP | | |
| 9 Kt-K2 | Kt-B3 | 19 B-Kt5 | B-B3? | | |
| 10 O-O | R-K1 | 20 B-Kt4 | Resigns | | |

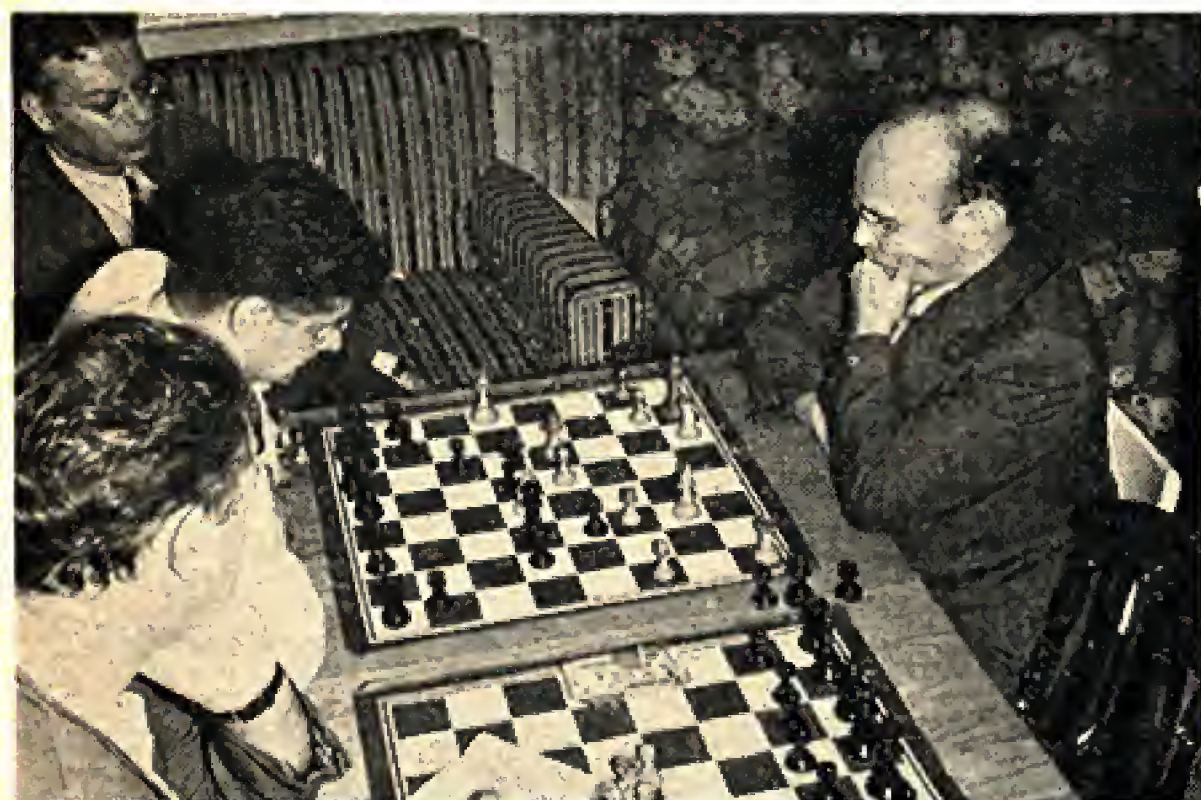
VIENNA GAME

Clever Rook sacrifice vindicates Knight snatch.

W. W. Adams

I. A. Horowitz

| White | | | Black | | |
|-----------|--------|--------------|---------|--|--|
| 1 P-K4 | P-K4 | 15 P-B3 | O-O-O | | |
| 2 Kt-QB3 | Kt-KB3 | 16 O-O | KR-Kt1 | | |
| 3 B-B4 | Kt-B3 | 17 Kt-B5 | B-B1 | | |
| 4 P-Q3 | Kt-QR4 | 18 P-B4 | B-B4 | | |
| 5 Q-B3 | KtxB | 19 Kt(4)-Kt3 | B-Q5 | | |
| 6 PxKt | P-B3 | 20 KtxB | RxKt | | |
| 7 KKt-K2 | P-Q3 | 21 QxP | Q-B4 | | |
| 8 P-KR3 | B-K3 | 22 QR-K1 | RxKt | | |
| 9 P-QKt3 | P-Q4 | 23 RxP | Q-Kt3 | | |
| 10 BPxP | PxP | 24 P-B5 | RxPch! | | |
| 11 B-Kt5 | PxP | 25 K-R1 | Q-B3 | | |
| 12 KtxP | B-K2 | 26 P-B3 | R(5)-Q7 | | |
| 13 BxKt | PxB | 27 Q-R8ch | K-B2 | | |
| 14 Kt-Kt3 | Q-R4ch | Resigns | | | |



Reshevsky (right) gets ready to play his 23rd move

| | | | |
|----------|------|----------|--------|
| 23 B-K3 | Q-Q3 | 26 Q-R4 | Q-K3 |
| 24 P-R3 | B-K3 | 27 B-B5 | Kt-Kt3 |
| 25 QR-Q1 | B-B2 | 28 Q-Kt3 | |

Black forfeited for overstepping time limit.



Green

Wahrburg

Jackson

Soudakoff

Weinstein

SICILIAN DEFENSE

A weighty sortie upsets the delicate balance.

I. Kashdan

White

| | | |
|----------|--------|-----------|
| 1 P-K4 | P-QB4 | 19 QxP |
| 2 Kt-KB3 | P-K3 | 20 Q-K2 |
| 3 P-Q4 | PxP | 21 P-KB3 |
| 4 KtxP | Kt-KB3 | 22 Q-Kt2 |
| 5 B-Q3 | Kt-B3 | 23 P-Kt4 |
| 6 B-K3 | P-K4 | 24 B-K3 |
| 7 K-Kt3 | P-Q4 | 25 QR-Q1 |
| 8 PxP | KtxP | 26 P-Kt5 |
| 9 B-Q2 | Q-R5 | 27 Kt-Q4 |
| 10 O-O | B-K3 | 28 B-B2 |
| 11 Kt-B3 | R-Q1 | 29 R-Q3 |
| 12 Q-B3 | Kt-B3 | 30 RxB |
| 13 KR-K1 | B-Q3 | 31 Q-Kt3 |
| 14 Kt-K4 | KtxKt | 32 BxR |
| 15 BxKt | O-O | 33 B-B3 |
| 16 BxKt | PxB | 34 R-Q7 |
| 17 QxP | P-K5 | 35 RXPch |
| 18 P-Kt3 | Q-R6 | 36 Q-Q6ch |

M. Green

Black

| |
|---------|
| B-QKt5 |
| B-Q4 |
| B-Q3 |
| Q-R4 |
| Q-Kt3 |
| P-B4 |
| B-R1 |
| Q-R4 |
| QR-K1 |
| B-K4 |
| BxKt |
| BxP |
| RxRch |
| R-K1 |
| B-R1 |
| Q-K7 |
| K-B1 |
| Resigns |

GRUNFELD DEFENSE

The champion's propensity for wriggling and squirming is duly exhibited.

I. Kashdan

White

| | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-KKt3 |
| 3 Kt-QB3 | P-Q4 |
| 4 B-B4 | B-Kt2 |
| 5 P-K3 | P-B3 |
| 6 Kt-B3 | O-O |
| 7 Q-Kt3 | PxP |
| 8 BxP | QKt-Q2 |
| 9 O-O | Kt-Kt3 |
| 10 B-K2 | B-B4 |
| 11 KR-Q1 | P-QR4 |
| 12 P-QR4 | KKt-Q4 |
| 13 KtxKt | PxKt |
| 14 QR-B1 | R-B1 |
| 15 R-B5 | B-Q2 |
| 16 RxRP | P-K3 |
| 17 R-R7 | B-QB3 |
| 18 Kt-K5 | BxKt |

S. Reshevsky

Black

| | |
|-----------|-------|
| 19 BxB | P-B3 |
| 20 B-Kt3 | Kt-B5 |
| 21 BxKt | PxB |
| 22 QxBP | R-K1 |
| 23 Q-Kt4 | P-K4 |
| 24 P-Q5 | BxQP |
| 25 P-K4 | B-K3 |
| 26 R-K1 | R-K2 |
| 27 RxP | RxR |
| 28 QxR | Q-Q7 |
| 29 R-KB1 | R-B8 |
| 30 Q-Kt5 | B-B5 |
| 31 Q-K8ch | K-Kt2 |
| 32 Q-K7ch | K-R3 |
| 33 P-R4 | RxRch |
| 34 K-R2 | RxP |
| 35 Q-B8ch | K-R4 |
| Resigns | |

SICILIAN DEFENSE

The champion remains a Knight to the good and it isn't enough!

W. W. Adams

White

| | | |
|-----------|---------|-----------|
| 1 P-K4 | P-QB4 | 29 Q-Q3 |
| 2 Kt-KB3 | P-Q3 | 30 R-Q2 |
| 3 P-Q4 | PxP | 31 P-B4 |
| 4 KtxP | Kt-KB3 | 32 Q-B1 |
| 5 Kt-QB3 | P-KKt3 | 33 Q-B2 |
| 6 P-KKt3 | B-Kt2 | 34 R-K2 |
| 7 B-Kt2 | O-O | 35 Kt-B3 |
| 8 O-O | P-QR3 | 36 KxQ |
| 9 P-KR3 | Q-B2 | 37 Kt-Kt5 |
| 10 B-K3 | Kt-B3 | 38 R-B2 |
| 11 Kt-Kt3 | B-Q2 | 39 P-B5 |
| 12 P-B4 | Kt-QR4 | 40 P-B6 |
| 13 KtxKt | QxKt | 41 RxP |
| 14 Q-Q2 | Q-B2 | 42 R-Kt6 |
| 15 P-QR4 | B-B3 | 43 R-Kt7 |
| 16 B-Q4 | Kt-Q2 | 44 R-R7 |
| 17 BxB | KxB | 45 K-K3 |
| 18 QR-Q1 | QR-Q1 | 46 R-Q7 |
| 19 P-Kt3 | R-B1 | 47 K-B3 |
| 20 Kt-K2 | Kt-B3 | 48 K-B2 |
| 21 Q-Q4 | P-K4 | 49 R-R7 |
| 22 QxQP | Q-Kt3ch | 50 K-B3 |
| 23 K-R2 | QR-Q1 | 51 P-Kt4 |
| 24 QxP | KR-K1 | 52 PxP |
| 25 Q-B3 | RxR | 53 P-B5 |
| 26 RxR | BxP | 54 PxP |
| 27 Kt-Q4 | BxB | 55 K-K2 |
| 28 KxB | K-Kt1 | 56 KtxP |

S. Reshevsky

Black

| |
|---------|
| Kt-Q4 |
| P-KR4 |
| R-K6 |
| Kt-B3 |
| R-QB6 |
| R-Q6 |
| QxQ |
| RxP |
| K-B1 |
| R-R6 |
| RxRP |
| PxP |
| Kt-K1 |
| P-R4 |
| Kt-Q3 |
| R-R7ch |
| P-QR5 |
| Kt-B4ch |
| R-R6ch |
| Kt-R3 |
| R-R7ch |
| P-R6 |
| PxP |
| R-R8 |
| PxP |
| R-B8ch |
| RxP |
| Draw |

QUEEN'S INDIAN DEFENSE

10 seconds a move taxes the toughest.

Sgt. J. Soudakoff

White

| | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-KB3 | P-QKt3 |
| 4 P-KKt3 | B-Kt2 |
| 5 B-Kt2 | B-K2 |

Pfc. G. Shainswit

Black

| | |
|---------|-------|
| 6 Kt-B3 | Kt-K5 |
| 7 Q-B2 | KtxKt |
| 8 QxKt | O-O |
| 9 O-O | P-KB4 |



Sergt. Soudakoff (left) about to play his 10th move

| | | | |
|----------|--------|-----------|------|
| 10 R-Q1 | B-KB3 | 22 PxP | KtxP |
| 11 Q-Q3 | B-K5 | 23 K-R1 | P-B6 |
| 12 Q-Q2 | Q-K2 | 24 PxP | RxP |
| 13 P-Kt3 | P-Q3 | 25 Q-R5 | Q-B2 |
| 14 B-Kt2 | Kt-Q2 | 26 Q-R4 | RxBP |
| 15 QR-B1 | P-KKt4 | 27 BxKt | RxB |
| 16 Kt-K1 | BxB | 28 R-KKt1 | K-R1 |
| 17 KtxB | QR-K1 | 29 R-B3 | R-R4 |
| 18 Q-Q3 | B-Kt2 | 30 Q-Q8ch | Q-B1 |
| 19 B-R1 | P-B5 | 31 QxQ | RxQ |
| 20 PxP | PxP | 32 Kt-K3 | BxR |
| 21 Q-R3 | P-K4 | Resigns | |

BISHOP'S OPENING

Brevity is the soul of wit.

I. A. Horowitz

White

| | |
|--------|--------|
| 1 P-K4 | P-K4 |
| 2 B-B4 | Kt-KB3 |
| 3 P-Q4 | KtxP |

Pvt. Weinstein

Black

| | |
|---------|---------|
| 4 PxP | P-Q4? |
| 5 BxP | Kt-B4 |
| 6 BxPch | Resigns |



Game of the Month

by

REUBEN FINE

Grandmaster Fine explains and annotates the outstanding games of each month in this popular department—an exclusive CHESS REVIEW feature.

Albin's Counter Gambit has long been one of the stand-bys of the aggressive master. All the books and all the variations show that it is bad, yet masters like Alekhine, Spielmann, Tartakower, Opocensky have used it to score many a startling success. What happens is this: that the gambit is unsound is certain, to the best of our knowledge, but our theory is not exhaustive. When a man who can handle an attack adopts the opening, he usually chooses a line which has not been the subject of much analysis; in the ensuing welter of complications a timid defender often loses his way.

In the present encounter, which was awarded the prize for the best-played game at Ventnor City, the situation is reversed. Adams is renowned for his expert acquaintance with the gambit. Stark chooses a relatively unknown line, rather than let himself in for the standard battle array, and handles it so cleverly that his position is won before a dozen moves are made. Several unconventional ideas add spice to his play, and he concludes the sprightly game in record time.

VENTNOR CITY, 1943

ALBIN'S COUNTER GAMBIT

W. W. Adams M. Stark

White Black

| | |
|----------|------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-K4 |
| 3 QPXP | P-Q5 |
| 4 Kt-KB3 | |

There are numberless traps for White. E.g., here on 4 P-K3?, B-Kt5ch; 5 B-Q2, PxP!; 6 BxB, PxPch; 7 K-K2, PxKt(Kt)ch!; rips through the White position.

4 Kt-QB3

Black would like to defend his QP, which is the foundation of his play, with the QBP, but he does not dare to shut out his KB.

5 P-KKt3

White's strategy is to concentrate on development and the Q-side. If the K-Pawn falls in the process, it does not matter, since the better placement of his pieces will be more than enough compensation.

The order of moves is of no great

consequence here. 5 QKt-Q2 is often seen, as is 5 P-QR3. Both are designed to bring pressure to bear at an early moment on the Black QP. With the text Stark pursues a different plan: to defend his own KP, not in order to hold it — for that is impossible—but to disorganize his enemy's development.

| | |
|-------------|-----------|
| 5 | B-QB4 |
| 6 B-B4! | |

The point. While the idea is unusual, there is in fact no good reason why the Bishop is not better off at KB4 than on its home square.

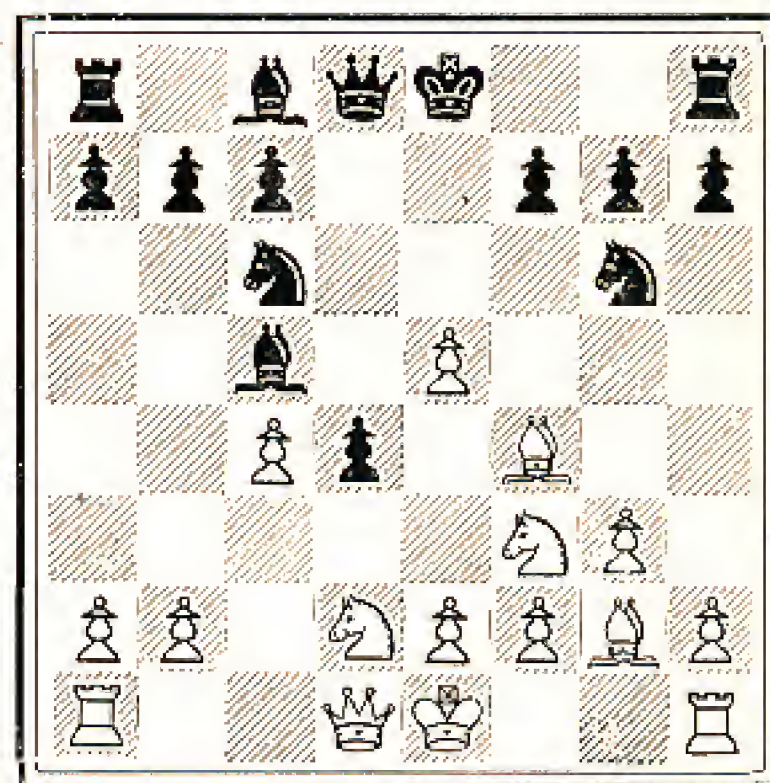
| | |
|-------------|-----------|
| 6 | KKt-K2 |
| 7 B-Kt2 | Kt-Kt3 |
| 8 QKt-Q2 | |

(See diagram)

Black is now faced with an uncomfortable dilemma. If he proceeds normally, with 8 O-O; 9 O-O, R-K1; 10 Kt-Kt3 will be ruinous. Nor would the immediate attempt to regain the Pawn be of any use: on 8 Q-K2; 9 O-O,

Kt(Kt3)xP; 10 KtxKt, KtxKt; 11 P-QKt4! (or 11 Kt-Kt3), BxP; 12 BxKt, BxKt; 13 BxKtP, R-KKt1; 14 BxQP is ruinous.

Adams decides to offer a real Pawn sacrifice in order to keep the initiative, but for that too his opponent has made adequate provision.



Position after 8 QKt-Q2

| | |
|-------------|------|
| 8 | P-B3 |
| 9 PxP | KtxB |

Hoping for 10 PxKt, QxP, with good chances. Instead he is confronted with an unpleasant surprise.

10 P-B7ch!

After this it is Black's position which is disrupted, not White's.

| | |
|--------------|-------|
| 10 | KxP |
| 11 PxKt | P-KR3 |

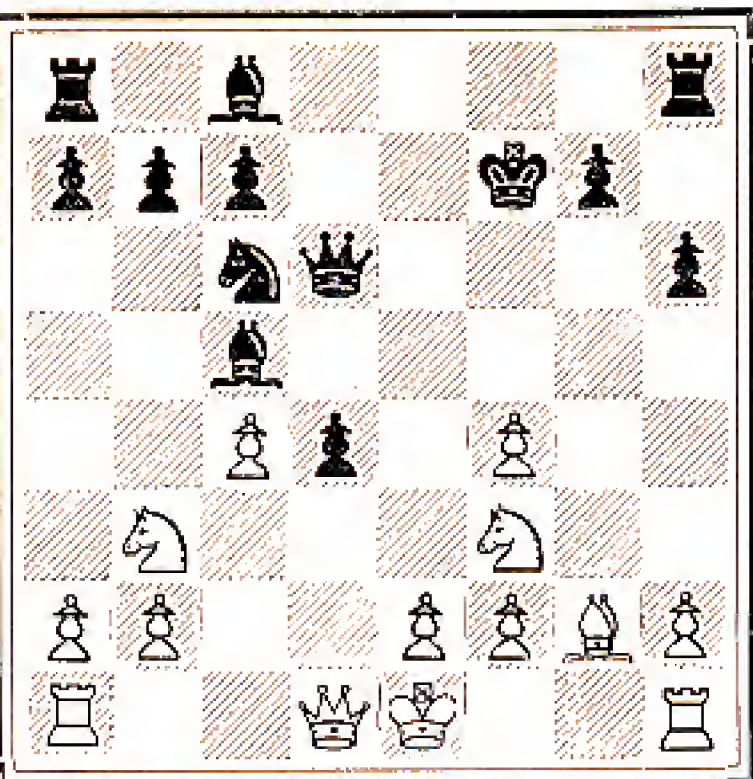
This loss of valuable time is unavoidable in view of the threat of Kt-Kt5ch.

12 Kt-Kt3!

Stark continues with commendable energy. On the routine 12 O-O, P-QR4 would give Black fair chances.

12 Q-Q3

After 12 B-Kt5ch; 13 K-B1 the QP can no longer be defended.



Position after 12 . . . Q-Q3

13 Kt-K5ch!!

White has evidently been leading up to this pretty combination, which makes the win clear as daylight.

13 KtxKt
14 PxKt Q-QKt3

Depression, which Adams is obviously suffering from here because he has been completely outplayed in his favorite defense, weakens the will to resist. Of course, 14 . . . QxP? is out of the question since 15 B-Q5ch, K-B1; 16 KtxB, P-B3; 17 Kt-Q3 wins a piece.

But 14 . . . B-Kt5ch was by no means too hopeless. True, after 15 K-B1, QxP; 16 QxP, QxQ; 17 KtxQ, R-Q1; 18 P-K3 there is no good reason why White should not win in the long run, for Black really has nothing to show for the Pawn minus. Yet the two Bishops could have been used to create technical difficulties. While there's life there's hope.

After the text, Black is mercilessly slugged into unconsciousness.

15 B-Q5ch K-K2
Or 15 . . . B-K3; 16 Q-Q3.

16 Q-Q3 R-B1
17 R-KKt1 B-B4

Desperation, 17 . . . P-KKt4; 18 Q-R7ch is only too obviously useless. The intermediary 17 . . . B-Kt5ch makes no difference; in fact it makes matters worse because it abandons the QP to its fate.

18 RxPch K-K1
19 B-K4 BxB
20 QxB

Now there will soon be mating threats . . . and Black can't castle.

20 P-Q6

The last gasp.

21 O-O-O! BxP
22 K-Kt1!

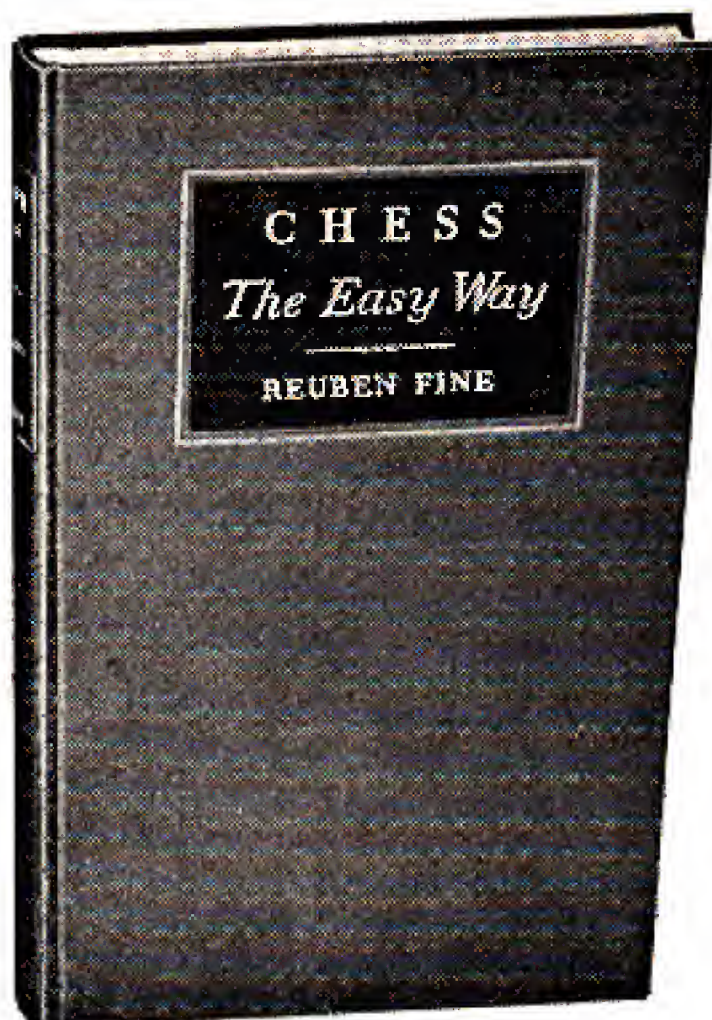
To avoid the exchange of Queens.

22 R-Q1
23 P-K6 Resigns

And well he may! Either P-K7 or Q-Kt6 will win in short order; and any defense will only make matters worse.

A sparkling and pleasing game; Stark took full advantage of his opponent's inaccuracies.

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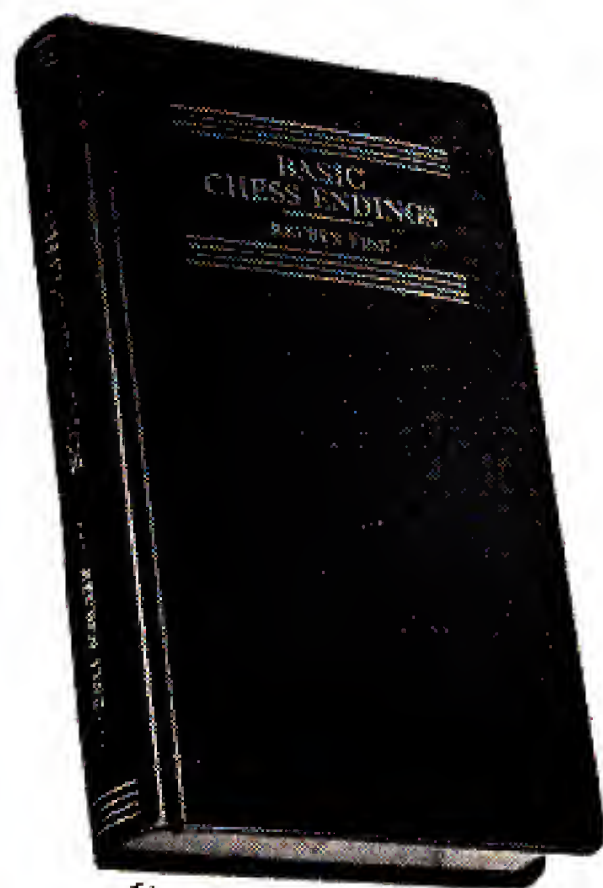


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CHESS NEWS OF THE MONTH

• BOSTON

New York's Anthony E. Santasiere won the New England Chess Championship at the annual Labor Day event of the Boston City Club. The list of contestants included 16 of New England's leading players: from Rhode Island, Martin and Basker of Providence; from Connecticut, Helman of Hartford; from Massachusetts, Hamermesh, Billings and State Champion Dr. G. Katz of Cambridge; Gates and Major of Boston; Mitchell and Kagan of Brookline; former State Champion Daly, and Fliegel of Roxbury; Bellamy of Dorchester; Hy Fine of Attleboro; and Santasiere of New York.

Santasiere was permitted to play because he has been a summer resident of Gloucester, Mass., for many years. Moreover a widespread feeling is reported among the chess enthusiasts present that the tournament might well be declared an open affair in the future.

Former champions Daly and Kagan, Massachusetts champion Dr. Katz and Marshall Chess Club Champion Santasiere were seeded into the preliminary sections. Dr. Katz, a strong favorite, was unexpectedly eliminated by A. Martin. Santasiere, undefeated in the preliminaries, won five straight in the finals, thus duplicating Weaver Adam's record of last year. Hamermesh and Daly tied for 2d and 3d; Gates placed 4th; and Martin and Mitchell tied for 5th and 6th. The "Silver Rook" trophy, donated by Robert H. W. Welch, Jr., will be held for the coming year by Santasiere.

• CHICAGO

Samuel Factor continues as King of the Illinois chessboard. In a 3 day tournament ending on Labor Day, Samuel Factor, Lewis J. Isaacs and Conrad Howard emerged from elimination preliminaries in which 20 senior players took part. These finalists then engaged in a round robin with Albert Sandrin, Jr., who had swept an elimination field of 16 enthusiastic juniors to gain the Illinois State Chess Association's Junior Chess Championship. Among Sandrin's victims, and unfortunately in the first round, was Quiz Kid Van Dyke Tiers, now a student at the University of Chicago. Showing brilliant promise Sandrin defeated two of the finalists, was stopped only by Champion Factor himself in the last round. Factor finished first with 3-0; Sandrin second, 2-1; Isaacs third, 1-2. Howard defaulted after a first round loss to Sandrin. Edward W. Buerger, Captain of the Lane Tech High School chess team, won the Consolation Tourney. Roger Newlander topped the Class A tourney, F. Stoppel the Class B. Fred Hazard won the rapid transit tourney.

• DALLAS

J. W. Stapp won the 9th Annual Southwestern Open Championship Tournament held in Dallas, Texas, over the Labor Day weekend. In a field of 19, playing under the 7 round Swiss System, Stapp won 5 straight, then drew with Al Lipton, lost to Robert Potter. Potter, after a slow start, also won 5½-1½, but scored only 19½ points to Stapp's 23 by the Swiss system of evaluating final places. Other leaders were: J. C. Thompson, 5-2 (19¼); Don Kilgore, 5-2 (18¾); Al Lipton, 5-2 (17¾).

• MOSCOW (via Press Wireless)

Correspondent Nikolai Grekov reports further details of the Moscow Tournament from which Ragosin and Zagoryansky qualified to play in the grand

tournament at Sverdlovsk, April 1943. (The Moscow entrants placed last at Sverdlovsk, giving us some idea of the formidable quality of the competition.) The Moscow tournament was a double round affair ending in March, 1943. Four Leningrad players participated: G. Lisitsin, V. Ragosin, G. Ravinsky and P. Romanovsky. Of these, each was once city champion, Romanovsky was also twice national champion, and Ragosin, a well known international tournament player, has won 2½ of a possible 3 points in contests with Reshevsky (no less!). There were 4 Moscow representatives: V. Alatortsev, twice champion of Moscow and formerly of Leningrad; V. Panov, also champion of the capital; M. Yudovich (for whom correspondent Grekov claims a brilliant win over Reuben Fine, as well as high standing in several tournaments); and E. Zagoryansky, who had only a few months before won the right to compete in major tournaments. Besides these, there was Vlado Mikenas, Lithuanian Champion and well known internationalist.

First prize was stubbornly contested, with 5 different competitors leading at one time or another. The semi-final leaders, veteran Ragosin and newcomer Zagoryansky with 9½ each, met in the final, drew their game after an intense struggle lasting 2 days. The final standings: Ragosin and Zagoryansky 10-6; G. Ravinsky 9-7; Alatortsev, Panov, and Romanovsky 8½-6½; Lisitsin 7-9; Yudovich 6-10; Mikenas 4½-11½. Of 72 games only 12 were drawn.

• PITTSBURGH

Tom Gutekunst of Allentown, with 6 straight wins in the finals, won the Pennsylvania State Chess Association Championship in the tourney directed by Blindfold Champion Georges Koltanowski at Pittsburgh over the Labor Day weekend. Other finalists were R. P. Smith of Pittsburgh, M. Simsals of Bethlehem, C. S. Shive of Shippensburg, Wayne Wagner of Pittsburgh and P. B. Driver of Ridley Park, who finished in the order given. Tom Gutekunst recently won the Lehigh Valley Championship for the third time, retiring the James Culbertson Cup.

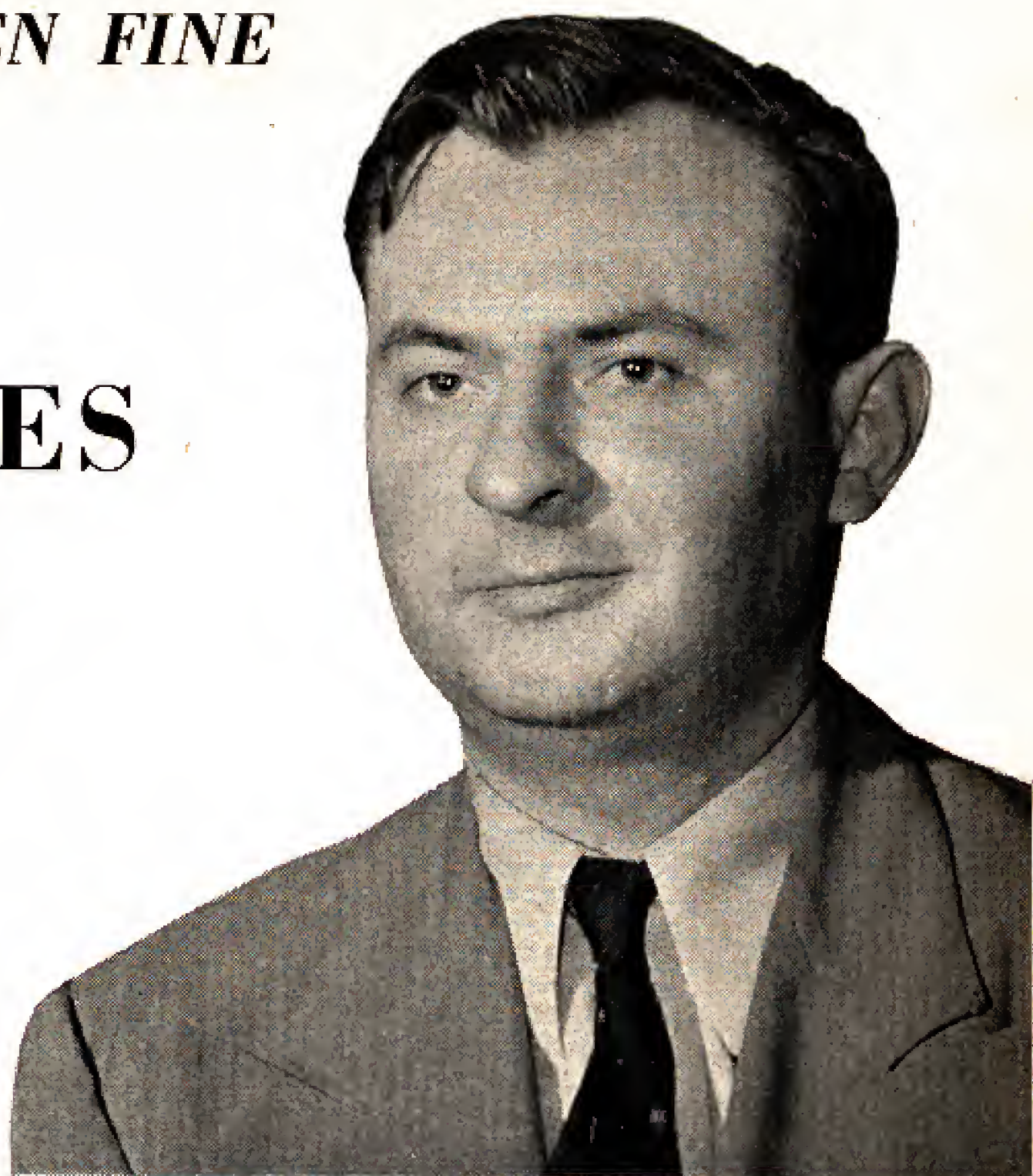
• FROM HERE AND THERE

Five Nova Scotia and Fourteen New Brunswick players contested the Maritimes Chess Championship in Moncton, N. B., Sept. 5-6. Petty Officer J. B. Bucht of the Royal Canadian Navy sailed off with the title. . . Robert Trenberth of Oakland with 7 wins and 2 draws carried off the Alameda County Championship in California. . . In a simultaneous exhibition at the Federal Chess Club, Washington, D. C., Harold Burdge, former club champion, won 20, lost 2, drew 3, August 17th. . . West Virginia chess players, voting in their annual mail election, named A. W. Paull as their president for the third consecutive year. Gene Collett was elected secretary-treasurer. . . Ed Holladay playing simultaneously at the N. Y. C. Chess Club, Cleveland, won 4 lost 4, drew 1. . . The Leeds and Northrup Electrical Instrument Company, Philadelphia, has formed a chess club of 30 members under Chairman Walter H. Packer. C. S. Redding, President of the company and a well known chess enthusiast, sponsored the formation. . . 24 entries took part in a recent tournament at Cedar Point, Ohio. Eugene Winters of Chicago won the finals. Paul McKay of Randolph, Everett Fuller of Milwaukee and Tom Ellison of Cleveland took the other prizes. J. E. Noel of Mount Summit, Missouri won the minor tourney. The Cedar Point Chess Association won a match from the Northern Ohio Association by 45-13, with 35 draws.

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2. *JOSE RAOUL CAPABLANCA*

In the constellation Caissa there has never been a more brilliant star than Capablanca. For a full quarter of a century he was the most renowned chess master alive. Millions who barely knew the moves had heard of the name and fame of the Cuban genius. To many devotees he was the perfect chess-player, the chess machine, the only human being who had ever fully mastered all the intricacies of the royal game.

Jose Raoul Capablanca y Graupera was born in Havana, November 19, 1888, of a distinguished family. He learned the moves at the tender age of 5 by watching his father play. The boy was obviously so unusual that his family allowed him to go to the chess club and match wits with Cuba's best there. In a few years he could beat almost everybody in sight. When he was 12 years old a match was arranged with Corzo, national champion and an experienced expert. Incredibly, Capa won. It was the first of a long series of incredible exploits.

In 1904 he was sent to school in New York. Emanuel Lasker was there, as well as Frank Marshall and a host of lesser celebrities. They were still far above Capa's head, but his progress was speedy. In rapid-transit (ten seconds per move) particularly, it was not too long before he was tops.

Then, in 1909, came his first really serious trial, the match with Marshall. To all but a few staunch admirers of the "unknown" Cuban, the outcome was a foregone conclusion. What happened is best told in Capa's own words:

"No difficulty was experienced in arranging the match. Marshall was disposed to play in this case where he naturally discounted his victory. How far he was wrong the result proved. I beat him eight to one with fourteen draws thrown in between. I can safely say that no player ever performed such a feat, as it was my first encounter against a master, and such a master—one of the first ten in the whole world. The most surprising feature of all was the fact that I played without having ever opened a book to study the openings."

Two years later, at San Sebastian in 1911, Capa met and overcame the best that the old world had to offer. With every outstanding grandmaster present except Lasker, he finished first. Lasker, Capa and Rubinstein (who unexpectedly weakened and dropped out of the running in 1914) were the superclass of the chess world.

Capa was anxious to arrange a match with Lasker but the war prevented its realization for a full seven years. In 1921, Lasker agreed to play in Cuba. Unfortunately, Lasker was in inexplicably bad form. Several times he lost by outright blunders; after 14 games, discouraged by repeated failure to hold off his remorseless opponent, he resigned. That age had not really dulled his powers was shown at Mährisch-Ostrau in 1923, above all at New York in 1924. There has therefore been a great deal of speculation about whether Lasker at his best would have lost to Capa at his best. Any answer is a guess. This much is certain: Capablanca played remarkable chess all the way through and fully deserved both the victory and the world's championship.



WORLD CHAMPION CAPABLANCA

"... his name will be known and revered as long as chess is played."

As champion, Capa scored two first prizes, one second and one third in four tournaments of outstanding importance. The climax came at New York in 1927, where he outclassed the field completely. The chess world was convinced that he had no equal. Then came the greatest disappointment of his life, the match with Alekhine in 1927. Alekhine was full of fire and had devoted years to the study of the latest opening wrinkles, did not neglect the minutest detail, even in his sleeping habits, to prepare for his supreme chance. Capa, obviously expecting to bowl his rival over, as in the past, paid no attention to either his physical or psychological condition. The first game

was a shock: in an even position, Capa made an outright blunder and heroic resistance merely prolonged the agony. While some lost ground was regained later, the realization that he was in for the most gruelling battle of his life had unnerved Capa; after three months of suspense he was dethroned.

It is a matter of extreme regret that no return match between Alekhine and Capablanca was ever arranged. For a while Capa tried bravely but he could find no rejoinder to his opponent's ingenious discovery: every time that Capa was about to secure the necessary financial backing, Alekhine would seize on Bogoljuboff or some other equally useful pretext and castle out of danger.

After the loss of his title, Capa continued to appear at fairly regular intervals. By and large, his results for the period 1928-1939 were just as good as Alekhine's, though Capa's victories at Nottingham and Moscow in 1936 are not as imposing qualitatively, as Alekhine's at San Remo, 1930 and Bled, 1931. It must not be forgotten, however, that Alekhine's two greatest triumphs were scored against a fading generation of older men, while Capa was faced by a bunch of ambitious youngsters.

"Mirror, mirror on the wall, who was the strongest of them all?" The Capablanca - Alekhine controversy will remain a fascinating subject for speculation for a long time to come.

Capa's gift for chess was phenomenal. As Reti puts it, chess was his mother tongue. Combinations, position-play, attack or defense, opening, middle game or endgame—in all he was supreme. Above all one must marvel at his intuitive grasp of the essentials of any situation that arose.

His speed in play was incredible in the earlier years. What others could not discover in a month's study he saw at a glance. Everything came to him as naturally as walking; effort, exertion, study were for him superfluous.

In many respects he was Fortune's darling. His countrymen — *mirabile dictu* — valued his genius and an appointment to the Cuban Foreign Office in 1911 freed him of financial cares for the rest of his life. Handsome, suave, an accomplished linguist, he was immensely popular all over the world.

Yet, for all the favors showered on Capa, he was often dissatisfied with his own achievements and we too, despite the rich heritage of his magnificent

games, cannot avoid the feeling that he did not unfold his potentialities to the fullest degree. Why?

In the quest for the age-old illusion of immortality, man has set up three gradations in chess. The lowest is world's champion, next is the greatest champion of all time, and highest is the perfect chessplayer, the unique genius who never makes a mistake, the chess machine.

Capa was champion. Had he taken his miraculous flair for the game as a starting point and exerted himself to progress beyond it, instead of avoiding everything that could not be acquired effortlessly, he might well have become the most successful master of all time. But his crowning error—and it is this which imparted an unmistakable note of tragedy in his life—was the notion that he could play perfect chess, that he, Capa, was the instrument God had chosen to express His will on the chessboard, that he, Capa, was the chess machine, selected as the only man who ever knew all the answers, the only chess-master who could never go wrong. These are but idle dreams, it may be protested, which could never have exerted any real influence. Nevertheless, they are the sole rational explanation of the many puzzling features in Capa's career. As early as 1920, before the title was definitely his, he felt impelled to write in *My Chess Career* (an admirable reflection of his personality):

"There have been times in my life when I came very near thinking that I could not lose even a single game of chess. Then I would be beaten, and the lost game would bring me back from dreamland to earth."

As far as style goes, there were three Capablancas. The first was the boy who, like every aspiring youngster, thought of brilliancies, attack at all cost. Then came the budding grandmaster, who tempered his combinative urge with sound position play and ingenious endings. Finally we see the mature champion, distinguished chiefly for his clock-like precision in the exploitation of small advantages, his dislike of complication and addiction to clarity above all. It is this last Capa whom the chess world knows best; this is the style which gained him the sobriquet of "chess machine." Yet the other two were always there, as he had occasion to show time and again.

The need for clarity above all became more and more of a passion with Capablanca as time went on. For he could handle complications as well as anybody and better than most, but they required thought and effort; they were hard, yes, subject to the whims of chance now and then. Clear positions presented no problems; others might gape and wonder and try in vain to analyze how he did it—what really mattered was that to Capa they were as easy as breathing.

Yet Capa obviously felt that he could do better, that he could attack and sacrifice as well as he could play the ending. What restrained him was lack of

ambition more than anything else, for though his "dreamland" where he would never lose a game was a mirage, by comparison with it anything else seemed futile. It was this internal tension which slowed the lightning artist down to a snail's pace in later years, and which accounted for the unbelievable outright blunders on the part of a man to whom chess combinations were as natural as talking.

His games always retained a flavor of their own. In the defense he was almost unparalleled; where others let the attack come on and then parried it, he smelled the threats, so to speak, while they were still no more than the gleam in the other fellow's eye and so, before his opponent could really get an offensive started, his position was smashed.

In the openings he relied on his intuition to the very last; no midnight oil for him, regardless of the benefits it conferred on others. Instead of familiarizing himself with the latest theory before going to a tournament, he would draw his first four or five games, even against mediocre opponents and then, when he had absorbed all the novelties by watching the others produce them, he would really get started. The extra point or two he nonchalantly conceded in the early rounds were often regretted later.

When pressed, he could attack like a lion, but he never went out of his way to create positions where an attack was to the point. The ending was Capa's supreme *forte*; he tells us that some friends gave him a book on the endings when he was a boy; he liked them and read the book, the only one he ever looked at. His fondness for the endings remained; it is here that the passion for clarity is most simply satisfied.

Capablanca is and will always remain one of the really imposing figures in chess history. With his amazing intuition, his lightning vision, his keen mastery of the essentials, his numberless virtually faultless achievements, his name will be known and revered as long as chess is played.

* * * * *

Capablanca advises beginners that the secret of the middle game is the proper coordination of the pieces. Nowhere do we find the principle more beautifully illustrated than in the game which appears on the following pages, the sixth encounter of the Capablanca-Marshall match, 1909. Above all, we are struck by the economy of means in White's conduct of the attack; not a piece that does not take part, not a move that is wasted, not a superfluous or slightly inaccurate motion from beginning to end. A true masterpiece!

► Game No. 3 in this series will appear next month — in the November issue.—Ed.

RUY LOPEZ

J. R. Capablanca F. J. Marshall

White Black

1 P-K4 P-K4
 2 Kt-KB3 Kt-QB3
 3 B-Kt5 P-Q3

At that time Marshall was at a loss for a good defense to the Ruy Lopez; to avoid it he usually adopted the Petroff.

4 P-B3

Many annotators have criticized Capa's opening construction; indeed, he himself wrote that the text is "not in accord with the true theory of the game, but . . . my knowledge of such things at the time was not of any account."

If we adopt the view which prevailed generally until the modern group of masters came to the fore (1935), that White is obligated to attempt to secure an advantage in the opening, the move chosen is indeed inferior because Black can equalize without much trouble. But since we must admit that there is no debut which confers a decisive superiority by force, it will not do to criticize the expert who prefers to lead into lines which his opponent may find uncomfortable, regardless of what theory recommends.

That is the case here. Marshall loves open games, and feels at home in them. Yet here he gets into a cramped position from the very beginning and, as might have been expected, his defensive judgment deserts him.

Another point is not irrelevant. Nowadays 4 P-Q4 is considered strongest; then, after 4 . . . Kt-B3; 5 Kt-B3, B-Q2; 6 BxKt!, BxB; 7 Q-Q3! White retains a strong initiative in all lines. At the time this game was played, however, the continuation given as best was 4 P-Q4, Kt-B3; 5 Kt-B3, B-Q2; 6 O-O B-K2; 7 R-K1, when 7 . . . PxP; 8 KtxP, KtxKt; 9 QxKt, BxB; 10 KtxB, P-QR3; 11 Kt-B3, O-O is invariably good enough for a draw.

We need not always take Capa at face value when he protests that he does not know the openings.

4 B-Kt5?

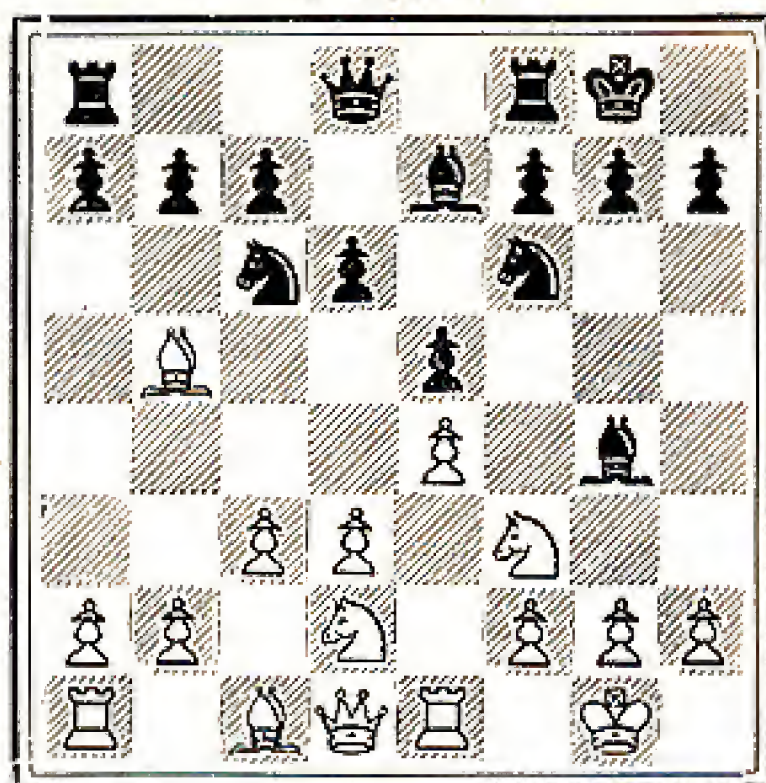
A serious strategical error. The QB is out of place at KKt5 in the Ruy Lopez except for the few variations where it compels a liquidation of the center. 4 . . . Kt-B3 and quick development is correct.

5 P-Q3!

Capa sizes up the situation immediately. On the more natural-looking 5 P-Q4, White's center would be under fire, which would make Black's B at KKt5 a strong attacking piece, instead of a useless impediment, as after the text.

5 B-K2
 6 QKt-Q2 Kt-B3
 7 O-O O-O
 8 R-K1

Marshall



Capablanca

White is adhering to a plan which Steinitz used with success on a number of occasions: keep the center solid, build up an attack on the K-side. Marshall, unlike his opponent, soon shows that he is unfamiliar with the essentials of the system.

8 P-KR3?

Total misunderstanding of what is required. In order to free himself he must break in the center and secure the square Q5 for his Kt. But since 8 . . . P-Q4 at once is weak against 9 P-KR3, BxKt; 10 QxB, P-Q5 (otherwise KPxP and Kt-QB4); 11 BxKt, PxP; 12 Kt-B4, it must be preceded by 8 . . . P-QR3.

Thus the correct defense for Black is 8 . . . P-QR3; 9 B-R4 (now 9 BxKt is pointless), P-QKt4; 10 B-Kt3, P-Q4; 11 P-KR3, BxKt (best); 12 KtxB, Q-Q3! with excellent prospects: the thrust . . . P-Q5, eventually . . . PxP and . . . P-Kt5 will yield him control of his Q5.

9 Kt-B1

While Black dawdles, Capa knows exactly what he wants and goes after it. The first step is to secure a Kt at KB5.

9 Kt-R2
 10 Kt-K3 B-R4

Another inferior reply. The Bishop is a piece of dead wood on the K-side; it should retreat to Q2.

On 10 . . . P-B4, which may have been Marshall's original intention. 11 PxP, BxP; 12 KtxB, RxKt; 13 P-Q4 leaves Black with too many holes and should, as Capa claims, win quickly.

11 P-KKt4 B-Kt3
 12 Kt-B5 P-KR4

Another positional faux pas; this time the question mark is omitted because it does not make any difference in the long run. The move opens the KR file prematurely and thereby hastens White's attack. However, when, as here, Black has weakened his K-position by a P advance (8 . . . P-KR3?) it is invariably just a matter of time before a file can be forced open for

the assault. Still, had Black eased his game by a few exchanges, beginning with 12 . . . Kt-Kt4, it would have been far more difficult to turn White's plus to account.

13 P-KR3 PxP

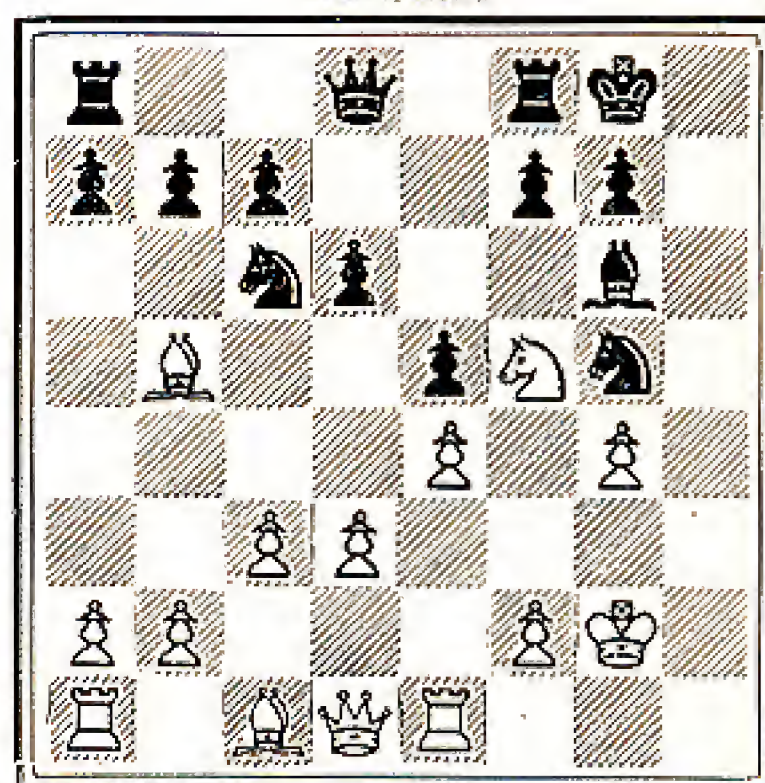
After the previous advance, he will be compelled to exchange sooner or later.

14 PxP B-Kt4

Now 14 . . . Kt-Kt4 is no longer feasible because the Kt is inadequately defended (14 . . . Kt-Kt4?; 15 KtxBch etc.) so he tries something else. His game is already as good as lost.

15 KtxB KtxKt
 16 K-Kt2

Marshall



Capablanca

As might have been anticipated, White's game plays itself. His immediate objective is to double Rooks on the KR file.

16 P-Q4

Too little and too late. Now the break in the center opens new lines for the assault and affords no real counterplay. A Nimzovich would have tried marching his King to the Q-side with . . . P-B3, . . . Kt-K2, . . . P-B3, . . . K-B2, etc., though it is doubtful that such a maneuver would have sufficed to save the game.

17 Q-K2 R-K1
 18 R-R1

White's moves hereabouts are certainly obvious; but the ease with which they appear is due entirely to Capa's art in building up his position.

18 R-K3

In his embarrassment Marshall resorts to a "swindle". Alternatives such as 18 . . . PxP; 19 PxP, or 18 . . . Q-B3; 19 R-R2 are clearly futile. However, 18 . . . P-B3, to open a loophole for the king, was still the best chance.

19 Q-K3

Capa conducts the assault with inexorable logic. The tempting 19 QBxKt?, QxB; 20 PxP would have been met by 20 . . . BxKt; 21 PxR, BxKtP; 22 PxPch, KxP; 23 Q-K3, which might well have won in the

long run too, but it would have unnecessarily yielded Marshall the initiative and attacking possibilities, which were and are his element. Another trap for White to avoid was 19 B-Q2?, PxP; 20 PxP, KtxP!, etc.

After the text Black is slowly choked to death.

19 P-B3

Now the extra fresh air is more of a nuisance than a help to Black because with his Rooks divided and the diagonal KKt1-QR7 weakened (the Bishop cannot cover the square Q4 effectively) his King has no time to make his escape.

20 B-R4!

Threatening to win at once with B-Kt3.

20 Kt-K2
21 B-Kt3 P-B3
22 Q-Kt3!

Not the least subtle point in Capa's precise play has been the omission of the routine P-KB3. He rightly foresaw that it would always be useful to have the third rank free for a speedy transfer of the Queen to the K-side.

It is in such finesses, which only too often escape the eye, that we can see the difference between a master and a grandmaster.

22 P-R4

Struggling to get some air. 22 . . . K-B2 instead is useless because of 23 BxKt, PxB; 24 QR-K1, with a quick decision.

23 P-R4

He must not allow his Bishop to be driven off the crucial diagonal.

23 Kt-B2
24 B-K3 P-Kt3

Black is helpless. With the text he manages to hold out for a while, but there is no permanent defense.

25 R-R4 K-B1
26 QR-R1 Kt-Kt1

Marshall



Capablanca

Every White piece is now poised for the kill. Where to strike? The most methodical, as always in an attack, is to force new lines open.

27 Q-B3!!

Devastatingly simple. In order to defend the QP and maintain a semblance of cohesion in his position, Black must exchange White's Kt, which opens the Kt file.

27 BxKt

Staves off the inevitable. On 27 . . . PxP; 28 PxP, R-K1, of the innumerable moves which will win, 29 R-R7 is the most direct. E.g., 29 . . . BxR; 30 RxB, R-R2; 31 RxP, etc.

28 KtPxB R-Q3
29 Q-R5

Intending Q-Kt6, R-Kt4, R-R7, etc.

29 R-R2
30 Q-Kt6 Kt(B2)-R3

Despair. On 30 . . . Kt-K2, the pretty conclusion might have been 31 R-RSch, KtxR; 32 RxKtch, Kt-Kt1; 33 Q-R7, K-B2; 34 BxKtP! and Black's game falls apart.

31 RxKt!

The finish is elegant.

31 PxR

Or 31 . . . KtxR; 32 BxKt, PxB; 33 RxP and loss of the Queen is unavoidable for Black.

32 BxPch K-K2
33 Q-Kt7ch K-K1
34 QxKtch K-Q2
35 Q-R7ch!

Even here, where anything was good enough, Capa chooses the most precise.

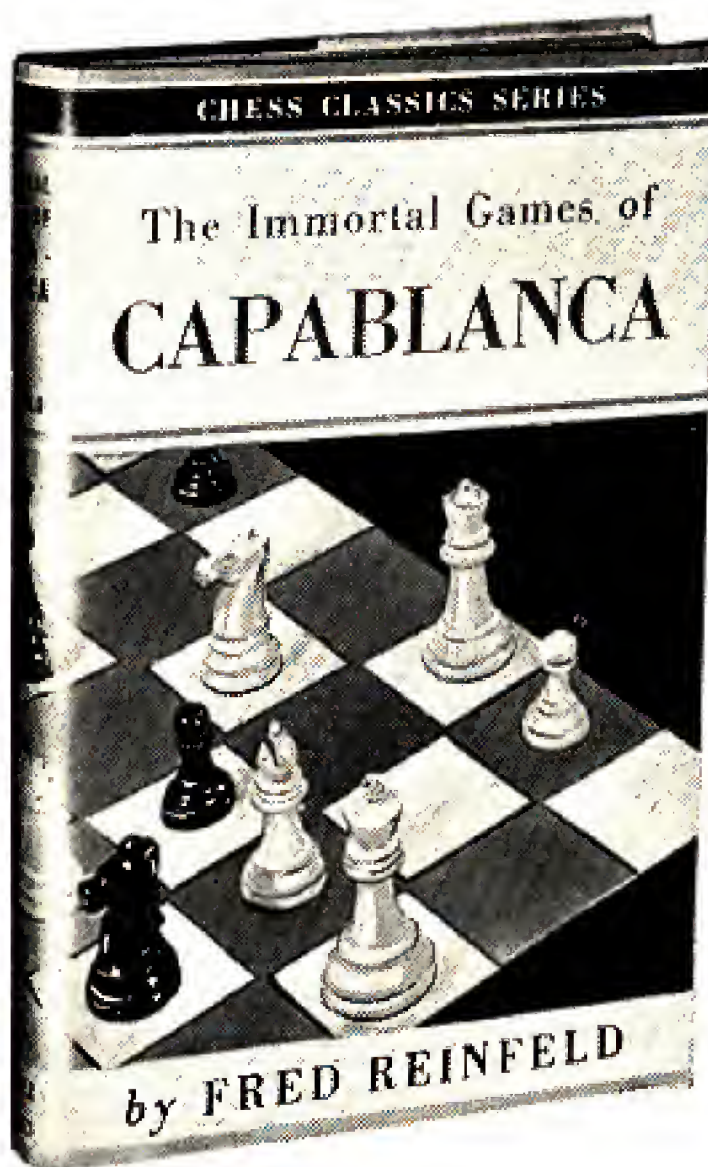
35 Q-K2
36 B-B8! QxQ
37 RxQch K-K1
38 RxR Resigns

Ten years later Capa said of this gem: "Outside of the opening it would be difficult to find where White could have improved his play. This is one of my best games."

We can only add that he was unduly modest.

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Make all the opening moves on your board up to and including the first move in the box (White's fourth).

Study the position and select Black's reply. Write down your selection. Then expose the next line and see the move Black actually made (at the left). Score par if you picked this move. If not, score zero, and make the correct Black move on your board.

Make White's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

The Esthonian grand master, Paul Keres, was only twenty years of age when he tied for first place with Alekhine at the Bad Nauheim tournament in 1936.

In this game against Swedish champion G. Stahlberg, Keres displays characteristic readiness to "mix it" in a battle of heavy pieces.

See how well you can pick the moves Keres made with the Black pieces.

MAKE THESE OPENING MOVES

1 P-Q4, P-K3; 2 P-QB4, B-Kt5ch; 3 Kt-B3, P-QB4.

Notes on the Game

(a) KtxP and QxP are also playable. Score 2 points for either.

(b) The White KB is a formidable attacking piece.

(c) A mistake. White is aiming for P-K4, which will have to be prepared by Kt-Kt3. The latter move should have been made at once.

(d) Of course not 19 QxKt, Q-KSch. If 19 B-Q3, BxB; 20 QxB, Q-KSch; 21 Q-B1, QxQch followed by Kt-Kt6 wins a piece.

(e) Threatening 21 . . . KtxPch and 22 . . . QxR.

(f) Not only making a loophole for the king but also threatening to advance the pawn to R6.

(g) 24 . . . RxRP would be sufficient to win, but Black is out for bigger game.

(h) Of course the Black Bishop is immune from capture. White is lost.

(i) After 27 PxKt, R-Q7 there is no defense against mate.

| Black Played | Par Score | White Played | Your Selection for Black's Move | Your Score |
|--------------------|-----------|-----------------|---------------------------------|------------|
| | | 4 P—K3 | ----- | ----- |
| 4 . . . Kt—KB3 | 3 | 5 P—QR3 | ----- | ----- |
| 5 . . . B x Ktch | 2 | 6 P x B | ----- | ----- |
| 6 . . . O—O | 3 | 7 B—Q3 | ----- | ----- |
| 7 . . . P—Q4 | 3 | 8 BP x P | ----- | ----- |
| 8 . . . KP x P (a) | 2 | 9 Kt—K2 | ----- | ----- |
| 9 . . . P—QKt3 | 3 | 10 O—O | ----- | ----- |
| 10 . . . B—R3 (b) | 5 | 11 B—B2 | ----- | ----- |
| 11 . . . Kt—B3 | 5 | 12 R—K1 | ----- | ----- |
| 12 . . . R—K1 | 5 | 13 P—B3 | ----- | ----- |
| 13 . . . QR—B1 | 5 | 14 P x P (c) | ----- | ----- |
| 14 . . . P x P | 2 | 15 Kt—Kt3 | ----- | ----- |
| 15 . . . P—Q5! | 10 | 16 KP x P | ----- | ----- |
| 16 . . . P x P | 3 | 17 R x Rch | ----- | ----- |
| 17 . . . Q x R | 1 | 18 P x P | ----- | ----- |
| 18 . . . Kt x P! | 7 | 19 B—R4 (d) | ----- | ----- |
| 19 . . . Q—K4 (e) | 5 | 20 R—Kt1 | ----- | ----- |
| 20 . . . Kt—Q4 | 7 | 21 B—Kt2 | ----- | ----- |
| 21 . . . Kt—B6 | 3 | 22 B x Kt | ----- | ----- |
| 22 . . . R x B | 1 | 23 K—R1 | ----- | ----- |
| 23 . . . P—R4 (f) | 5 | 24 B—Q7 | ----- | ----- |
| 24 . . . R—Q6 (g) | 5 | 25 Q—R4 | ----- | ----- |
| 25 . . . B—Kt2 | 3 | 26 Kt—K4 (h) | ----- | ----- |
| 26 . . . B x Kt | 5 | 27 P x B | ----- | ----- |
| 27 . . . Kt—B6! | 7 | Resigns (i) | ----- | ----- |
| | 100 | Your percentage | ----- | ----- |

LET'S PLAY CHESS!

A Picture Guide to the Game of Chess



IRVING CHERNEV

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and

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This series began in the March issue. The series is intended for beginners and will form a complete course of instruction in the rules and tactics of the game. By following this course, with its remarkable illustrations, diagrams and examples, the learner can quickly and easily master the basic principles of chess. Part 7 will appear next month—in the November issue.

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Part Six

This month we devote most of our space to a pictorial presentation of a 30-move chess game. The game illustrates certain principles, as outlined on the following page.

As you follow this game, you will observe how the players anticipate each other's "threats" and try to avoid the loss of material. Apart from purely materialistic considerations, however, you will be impressed by the manner in which the players express their individuality on the chessboard. Each maneuvers his pieces in accordance with his own ideas, for chess is a game that allows a great deal of choice and provides scope for the expression of individual taste.

Every chessplayer develops a "style" of his own, based on his character and personality. People who are cautious in their daily lives tend to play a careful, painstaking game. Those who are energetic in their habits will strive, on the chessboard, to maintain the initiative at all costs, will counter-attack instead of passively defending. The imaginative man or woman translates his "castles in the air" into more permanent structures on the chessboard. A reckless, devil-may-care style is usually the mark of one who is always willing to take a chance to "see what will happen." The mathematician generally turns out to be a cool, calculating antagonist, an opponent difficult to beat.

It is this clash of wills and temperaments, this battle between different styles, which makes chess such a fascinating game.

Superior Force Should Win

The most important factor in winning a game of chess is **superiority in material**. At the beginning of the game, the opposing forces are equal. Each player has the same number of men, the same quality of material. But if, during the course of the game, one player gains material (for instance, by capturing an unprotected piece, or by making a profitable exchange, or by accepting a meaningless sacrifice) the forces are no longer equal and the player who is ahead in material should win the game.

This is one of the fundamental principles of chess. The purpose of most attacks is to gain material at the expense of the opponent. As the chessmen have different values, material superiority is measured in quality as well as quantity. A player who "wins the exchange" by giving up a Knight or Bishop to capture a Rook is ahead in material, even though he has the same number of men as his opponent.

Even the comparatively insignificant gain of one Pawn may be sufficient to win. By holding this advantage throughout the game and by exchanging the remaining material, the player who is a Pawn up may be able to reach an ending in which his extra Pawn can be promoted to a Queen. As we have seen, a Queen is sufficient to force checkmate.

The gain of more important material than a Pawn gives an overwhelming advantage to the superior force. A player who is a Rook or Queen ahead can usually end the game quickly with an immediate attack on the King. The gain of a minor piece (Bishop or Knight) requires a certain knowledge of technique to force a win but, in a contest between experienced players, the outcome should never be in doubt. In such cases, the player who is a piece up may use his superior force to win more material, or he may decide to exchange most of the remaining men and reach an ending in which his advantage is comparatively greater, enabling him to queen a Pawn and finish the game in short order.

Contests between strong players usually end in immediate resignation if a minor or major piece is lost without compensation and if there is no chance of launching an attack to regain material, checkmate the King, or draw by perpetual check. It is recognized that the player who is a piece up can force a win, that it is merely a matter of technique, even though it may take some time.

In contests between inexperienced players, however, the loss of a piece may be a mere incident in the game. The tide of battle may sway to and from one side to the other. The players enjoy themselves thoroughly as they fight it out to the bitter end. Even against hopeless odds, resignation is never contemplated — and rightly so, as the other fellow is quite capable of blundering away his advantage.

It is also true that a strong player can "give odds" to a weak opponent and win the game. For instance, in a recent "rapid transit" (ten seconds a move) tourney, chessmaster I. A. Horowitz actually gave odds of a Queen, Rook, Bishop and Knight to one of his opponents—and won!

Therefore, when we say that material superiority should win, it will be realized that we are stating an abstract principle which applies, in practice, to games between experienced players of approximately equal strength. The fundamental nature of the principle, however, should not be overlooked by the learner if he wishes to graduate from the beginner class.

Rules for Learners

You cannot expect to win chess games by giving away material to your opponent! Conserve your pieces and pawns—they are your "material." This does not mean that you should be afraid to make exchanges. You and your opponent must make exchanges, or there would be no game. But get your money's worth when making or allowing exchanges—and try to avoid the outright loss of material.

Take a good look at the square to which you intend to move one of your minor or major pieces and make sure that there are no Pawns attacking the square — remembering the Pawn's V-shaped capture. Look at your opponent's other pieces — his Queen, Rooks, Bishops, and Knights — and see if they are attacking the square to which you intend to move. If the square is attacked, do you want him to take your piece? Will you be able to recapture and will the exchange be even or profitable? Is he attacking the square with 2 or more men — and if so, are you defending the square with the same number of men? These are some of the things you should consider before making a move.

At first, when you are unfamiliar with the chessboard, you will lose material by oversights. To use the international chess expression, you will put or leave pieces "en prise" (pronounced awng preeze) which means "on take" without compensation.

As you gain experience, you will overcome this fault, common to all beginners and not unknown among masters.

Don't take moves back. Suffer the consequences of your mistakes and you will learn to avoid them. The rules of chess specify that if a player touches one of his own men he must move it, and if he touches one of his opponent's men he must capture it, provided the move or capture is legal. (If illegal, there is no penalty.) If he merely wants to adjust the position of a man (or men) he must announce this intention, using the international expression "J'adoube." (Meaning: I adjust. Pronounced Zhahdooob).

While oversights are to be expected, do not deliberately give material to your opponent with a vague expectation or hope that some benefit will be derived. It is senseless to blindly sacrifice material in the hope that your opponent will help you to checkmate him. The continuation after a sacrifice of material must be forced and conclusive.

What Does He Threaten?

Most beginners are so busy thinking up their own moves and concentrating on their own plans that they pay little or no attention to what the opponent is doing and soon find themselves checkmated or in a hapless position. This is a serious fault which can only be corrected by conscious effort.

The method of overcoming this fault is comparatively easy — if you adhere to it. Each time your opponent makes a move, forget your own plans for a moment and concentrate on HIS move. Ask yourself this question: "What does he threaten?" All strong players follow this procedure and avoid trouble. Emulate their example and your game will rapidly improve. The procedure may be summarized as follows:

Your opponent makes a move. **LOOK AT THE PIECE HE JUST MOVED.** Dismiss other thoughts and plans from your mind. What does he threaten? Why did he move this piece? In its new position, is the piece attacking one of your men? Can you permit him to capture, or is the attacking piece less valuable than your own man? If he threatens to capture a man of equal or lower value, is your man protected? Will you be able to recapture?

Then look at his OTHER pieces. Is he concentrating his fire? Are two or more of his pieces now attacking one of your men? If so, will you lose material if he captures twice (or several times) on the same square?

When he moved his piece, did he unmask an attack by another of his men? Look at his Rooks, Bishops and Queen, even if they are still on his first rank and a long way off from the scene of action. Has an attack by one of these pieces been released by the move he just made?

Try to discover your opponent's intention or plan of attack, if any. Is there a secondary or once-removed threat? For instance, on his next move will he be able to win material in any way? Will he be able to check your King and will that be dangerous? Did his move "pin" one of your men and will the follow-up cost you material?

If you discover that your opponent's move threatens you with the **LOSS OF MATERIAL** you must do something about this threat immediately.

Under the heading "What to Do When a Capture is Threatened" we outlined the various methods of answering such a threat. When the threatened cap-

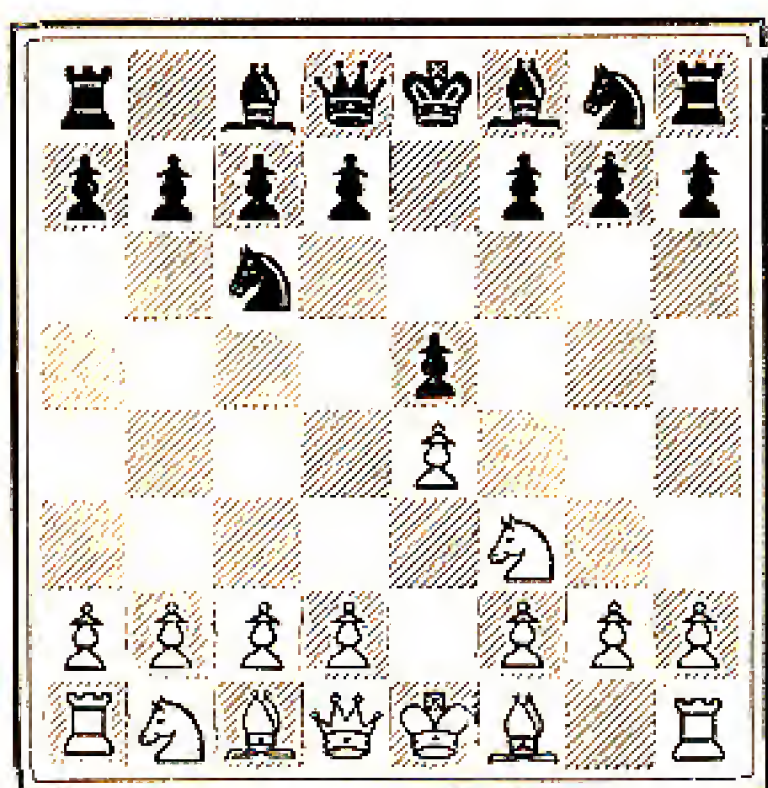
ture would cost you material (quantitatively or qualitatively) you must take action. Select the method you believe best in the circumstances. Defend, interpose, move away, capture, pin the attacker or counter-attack—but do NOT permit your opponent to win material.

Illustrative Game

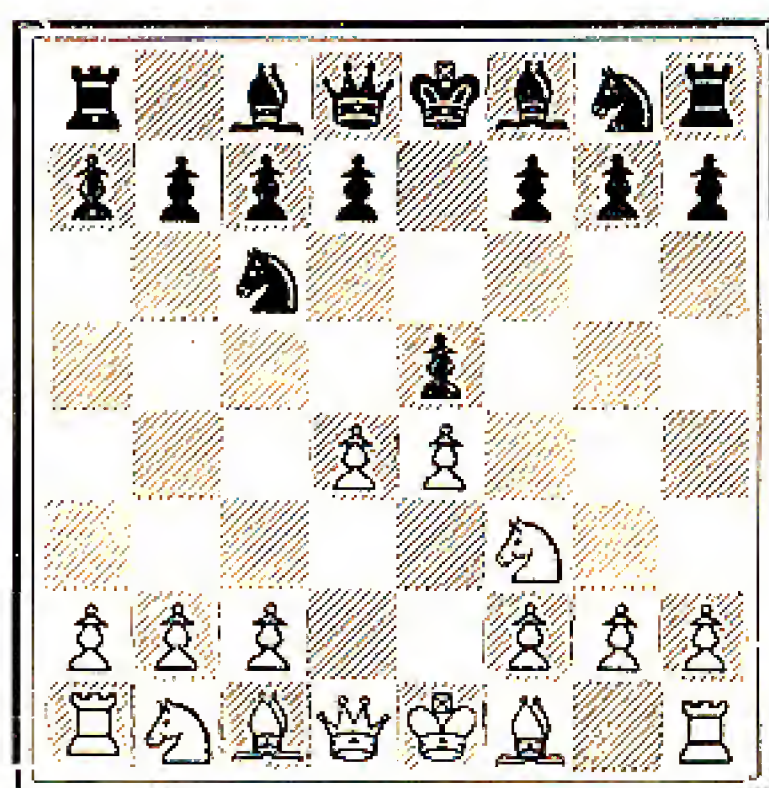
On this and the following pages we present a move-by-move description of a game between two experts. The game was played between Rafael Blanco and Abraham Kupchik at Havana in 1913.

This game will be used to illustrate the necessity of examining your opponent's threats before making a move. You can follow the game without using a set of chessmen as the position after each move is pictured in the diagrams. The captions explain the moves as they are made.

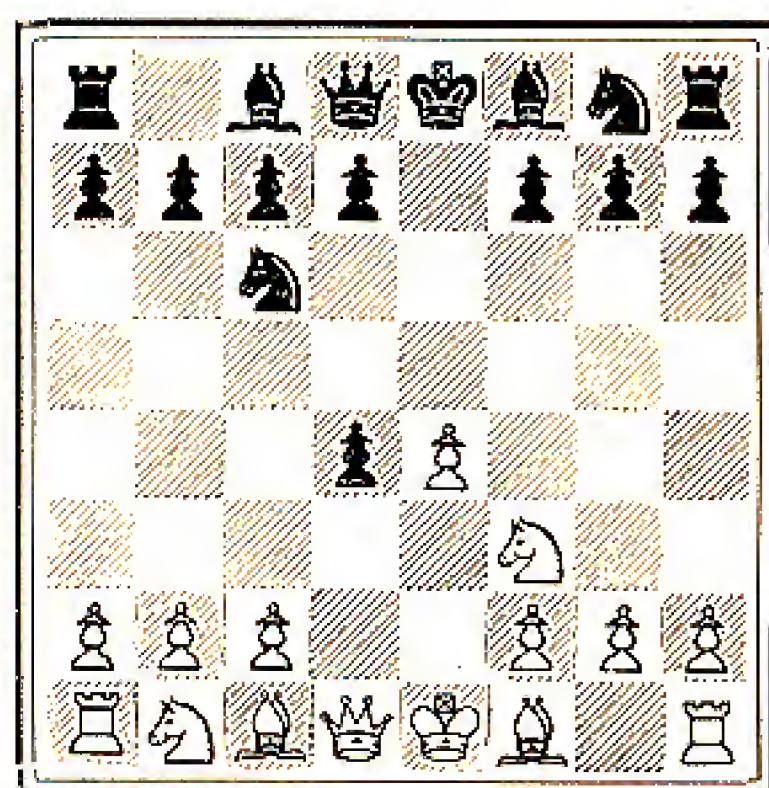
Although this is a record of an actual game, we ask you to regard yourself as the player of the white forces. With your permission, we will play over this game together, as though we were members of a consultation team. The captions are written with this idea in mind.



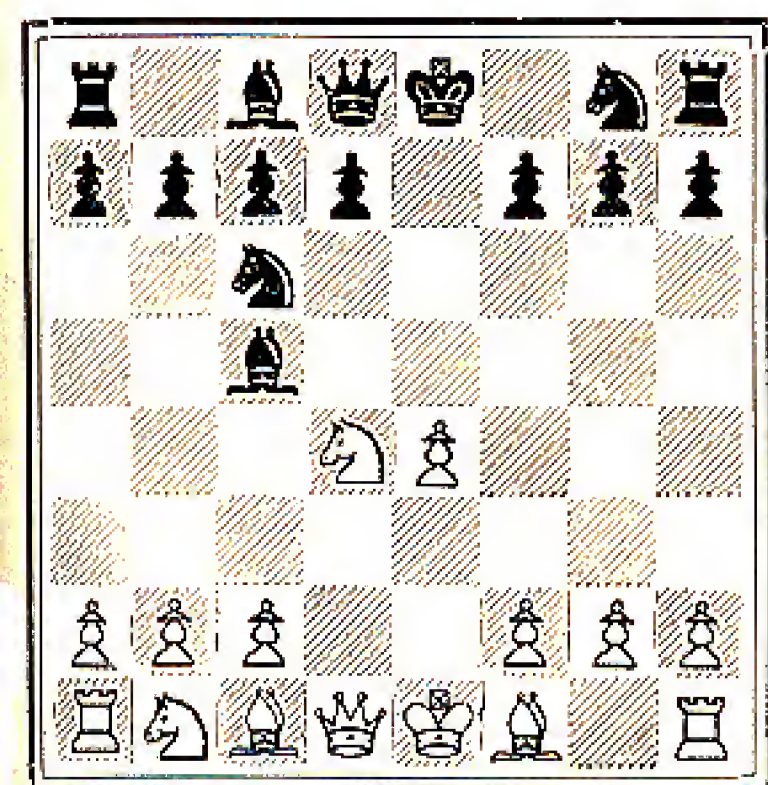
1 The game has begun with the opening moves 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3. We are playing White and it is our turn to move. Before considering possible plays, we first ask: "What does our opponent threaten?" We see that he has no threats so proceed to develop.



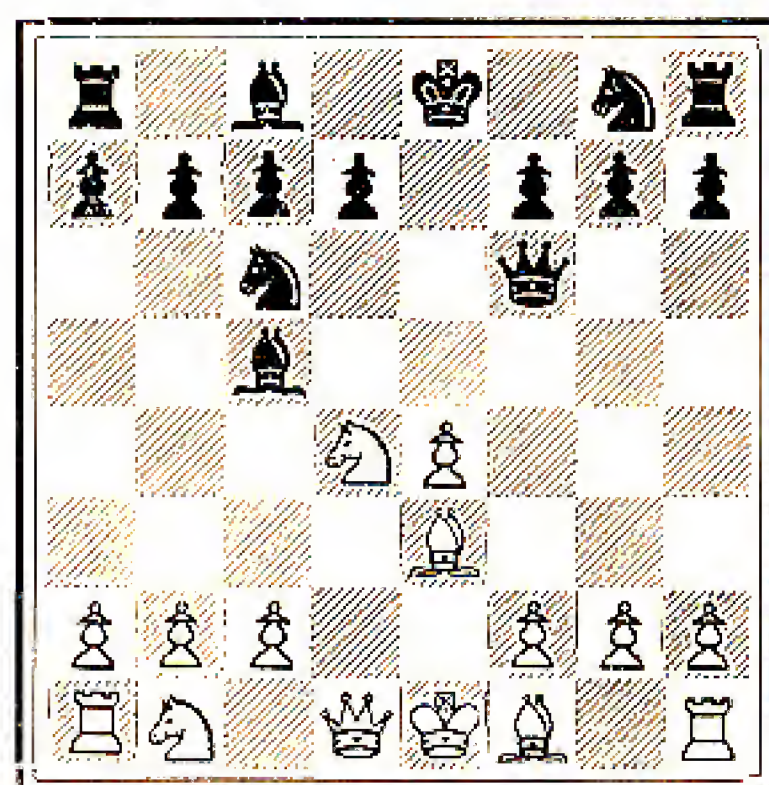
2 As White, we have played P-Q4. We had other good moves at our disposal, such as B-Kt5, or B-B4 or Kt-B3. The move we made threatens to win a Pawn. We are attacking Black's advanced Pawn twice and it is defended only once.



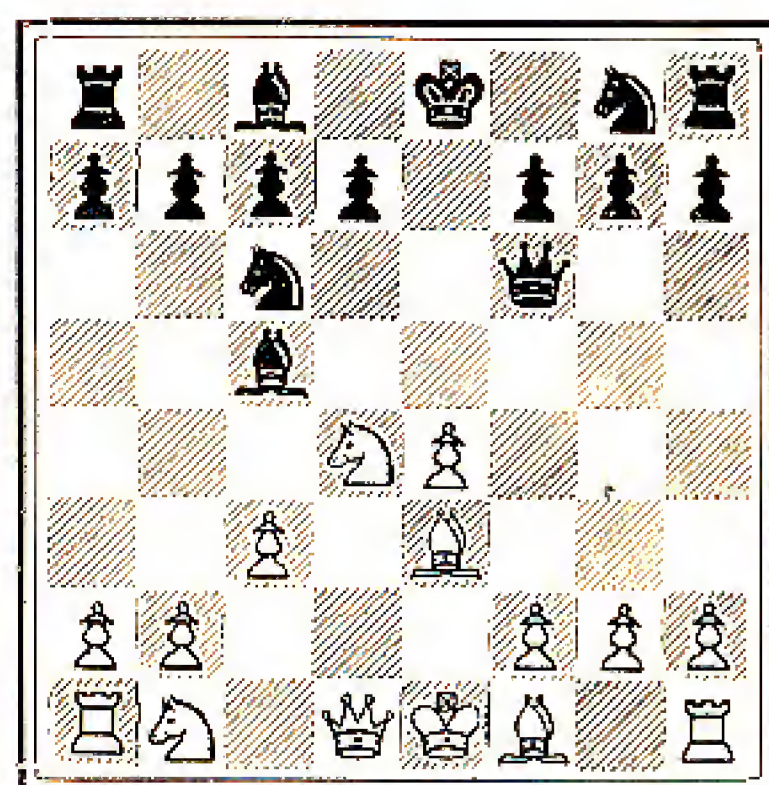
3 Black has played PxP and again it is our move. What does he threaten? Well, he is not threatening to capture anything but he has just taken one of our Pawns and if we don't recapture we will have lost material.



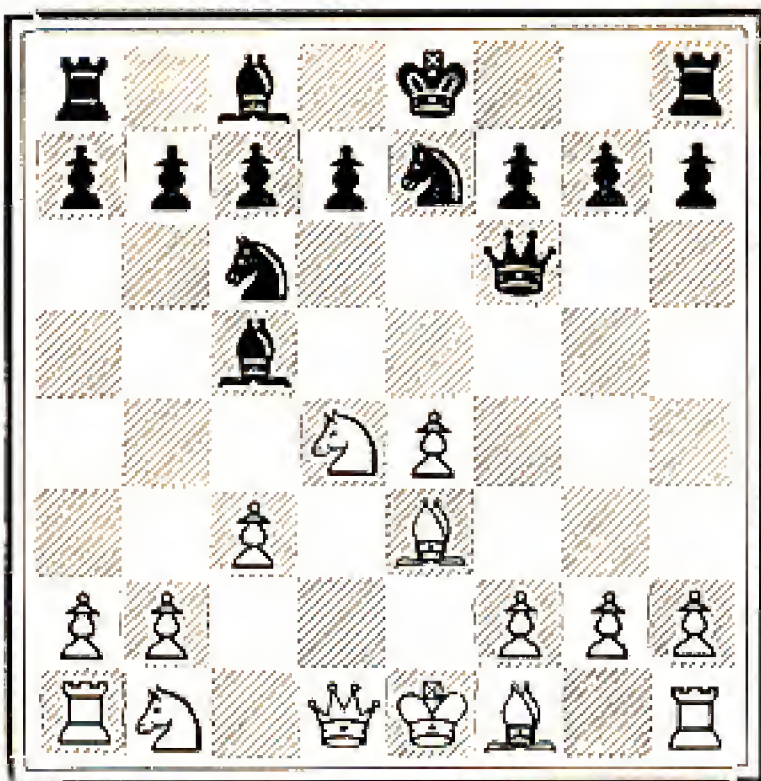
4 We have played KtxP and Black has played B-B4. Again it is our turn. What does he threaten? He threatens to win our Knight! He is attacking it with 2 pieces (Bishop & Kt) and it is guarded only by our Queen. We must answer this threat at once.



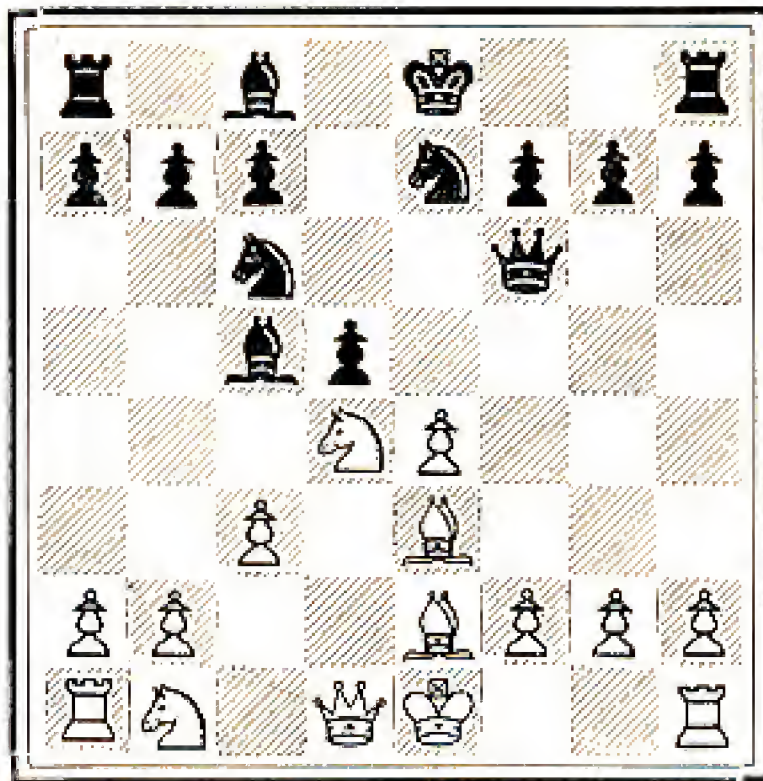
5 We have played B-K3, defending our Kt a 2nd time and Black has played Q-B3 attacking it for the 3rd time! Again he threatens to win our Knight! He is attacking it with three pieces and it is defended with only two pieces. Our next move must meet this threat.



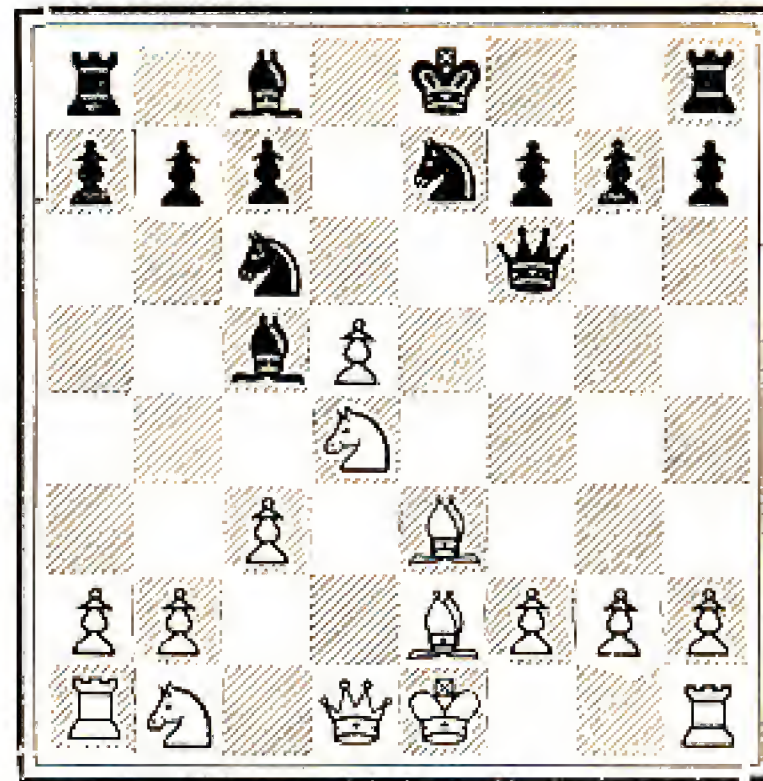
6 By playing P-QB3 we have defended the Kt a 3rd time. Now it is Black's move and he can exchange pieces but cannot win any material. If he plays KtxKt we will play PxKt and he cannot then continue BxP without sacrificing material.



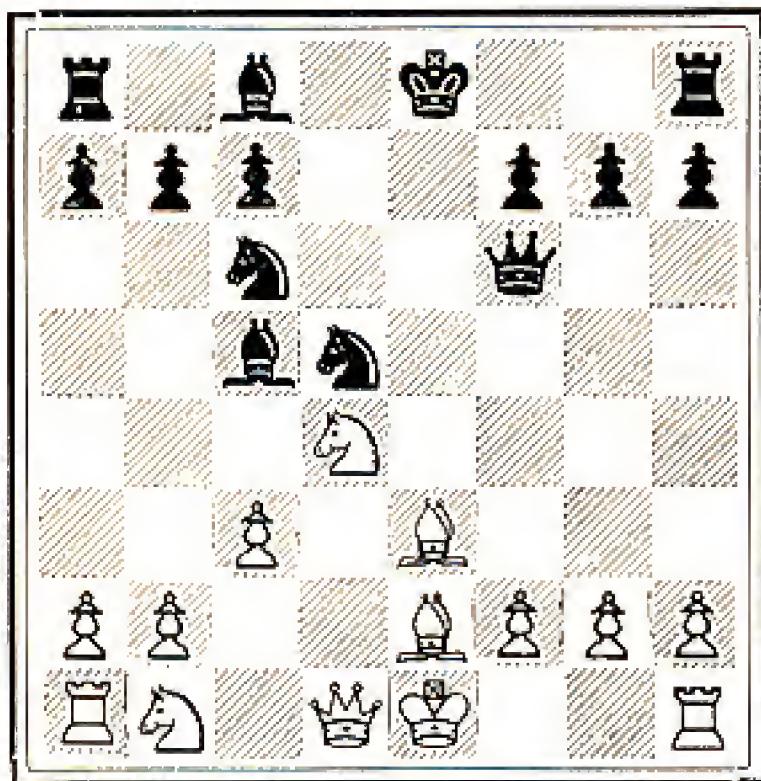
7 Black has played Kkt-K2. (Note we must specify King-Knight to K2 as Black's other Kt can also go to this square.) What does he threaten? There is no new threat involved in this move. Black is just continuing with his development.



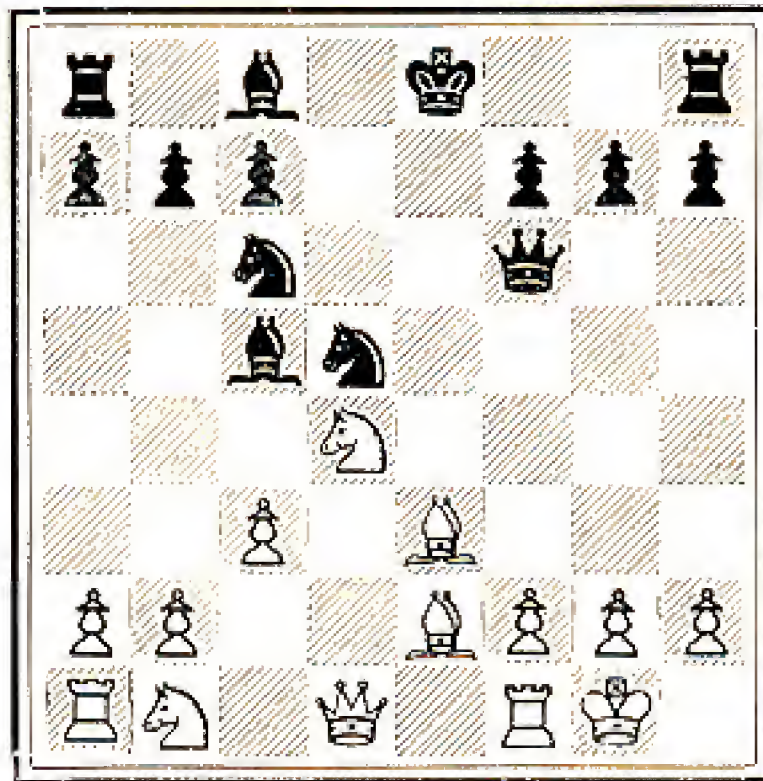
8 Now we have played B-K2, getting ready to castle, and Black has played P-Q4. What does he threaten? He threatens to play Pxp, winning a Pawn, as our KP is unprotected. We must meet this threat before going ahead with our plans.



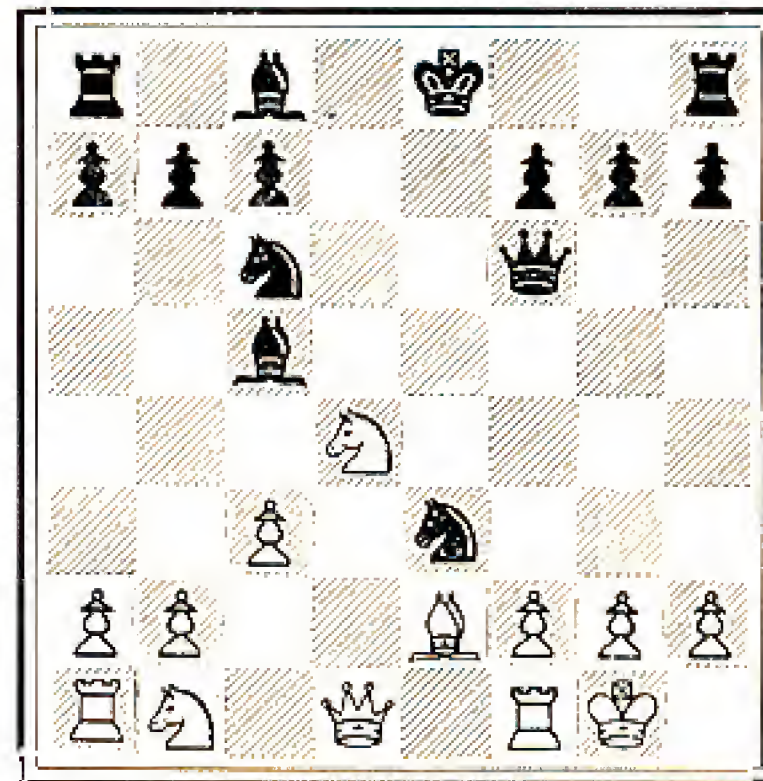
9 To defend our Pawn would have been awkward and unnecessary. The simplest and best way to answer Black's threat was to capture his attacking Pawn. As shown above, we have played Pxp and now our Pawn attacks his Knight.



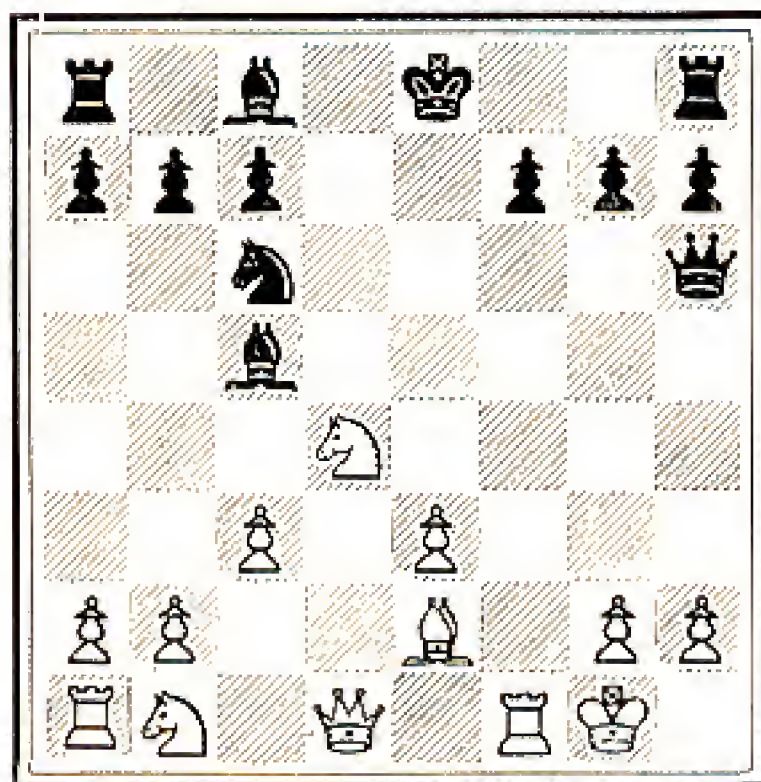
10 Black has played KtxP, completing the exchange of Pawns. Any threats? We can see that the Kt just moved by Black is attacking our Bishop and is also attacking one of our Pawns. We cannot move the Bishop as it is needed to defend our Knight.



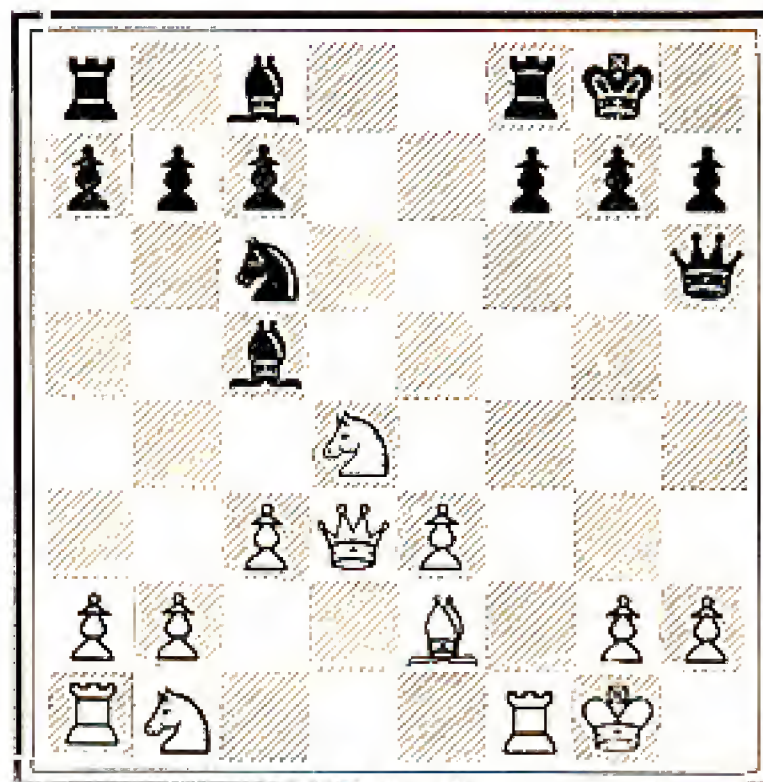
11 But Black's threats are not dangerous and we have castled. Our Pawn and Bishop are both protected. Black cannot play KtxP without loss and if he plays KtxB we can play PxKt. The recapturing Pawn will take the Bishop's place and guard our Knight.



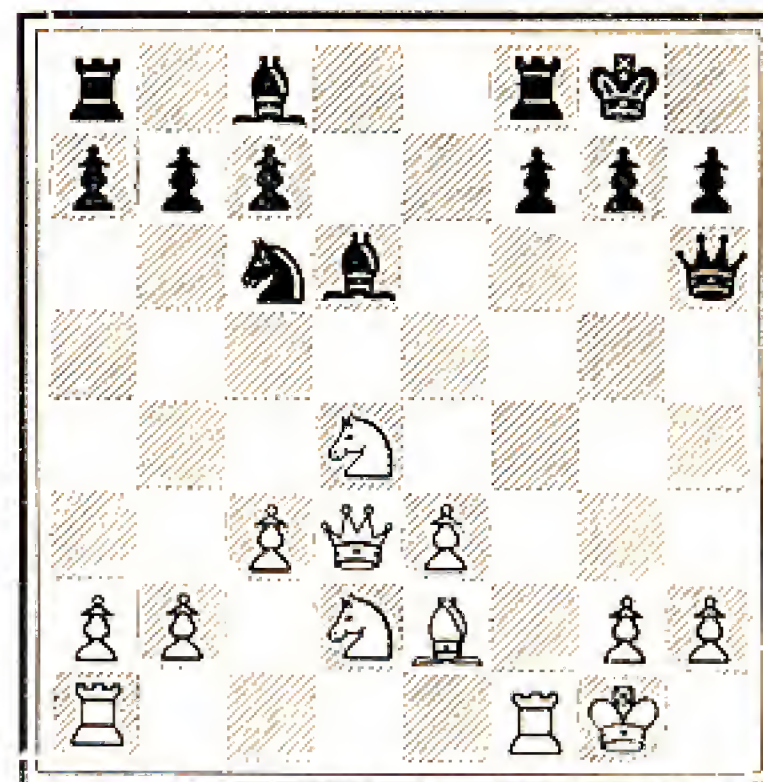
12 Black has played KtxB. He has removed our Bishop and his Kt now attacks our Queen & Rook. There is only one thing to do here. We must recapture immediately. Incidentally, our Rook will be attacking Black's Queen when we recapture.



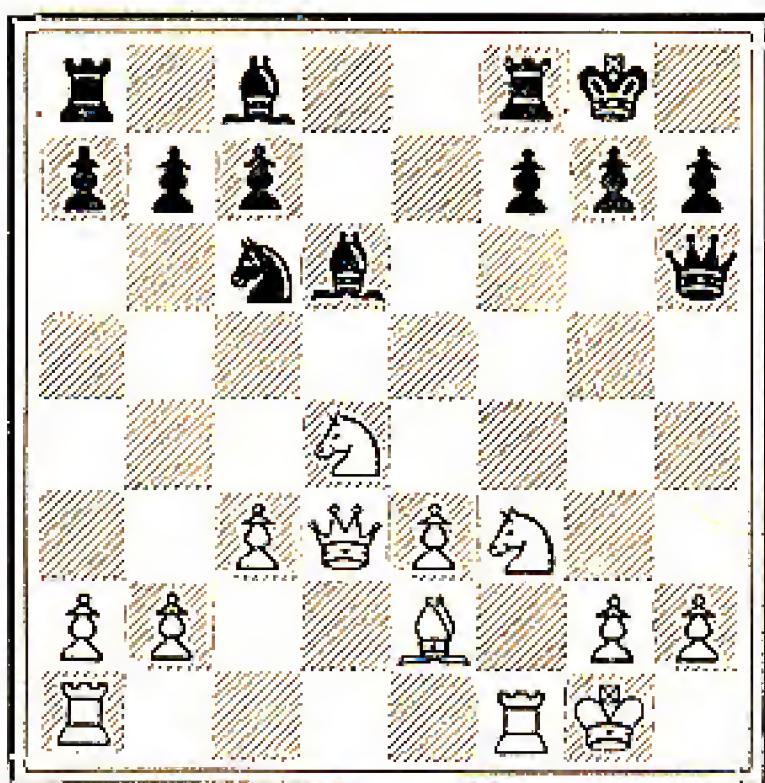
13 We have played PxKt and Black has moved his Queen to R3. What's the threat? We must not overlook any threats merely because Black was forced to move his Queen. Note that he is now attacking our unprotected King-Pawn. We must guard the Pawn or move it.



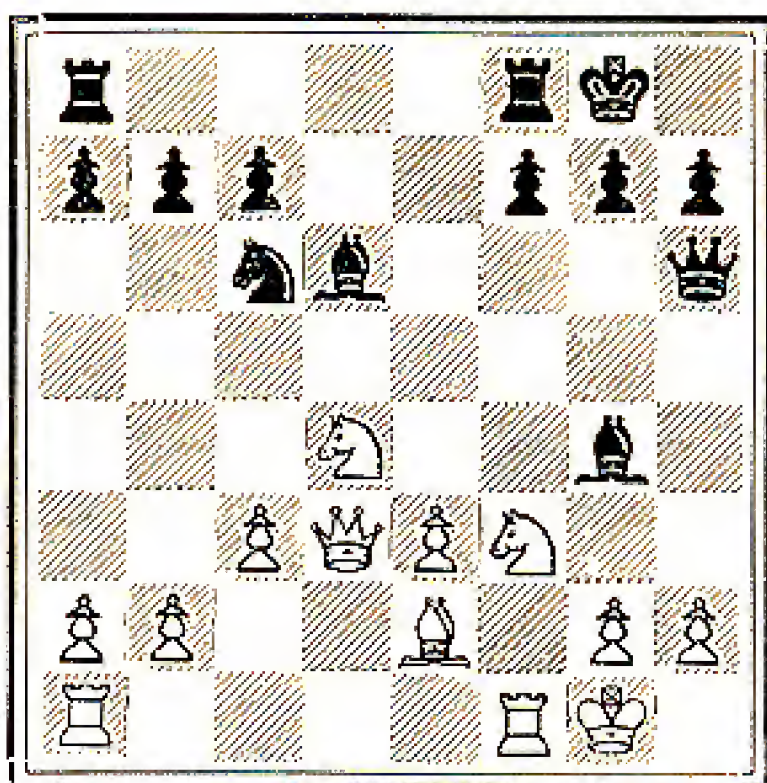
14 We have played Q-Q3 protecting the attacked Pawn and Black has castled. Any threats? None. Black is just getting his King out of danger. Is all our material safe? Yes — so we can proceed with our development.



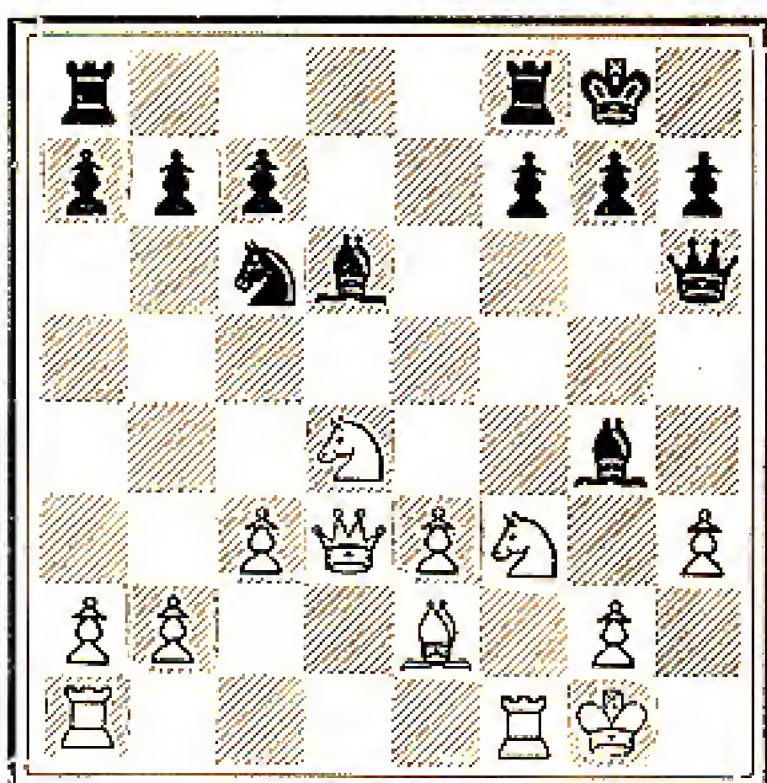
15 We have played Kt-Q2 and Black has played B-Q3. Why did he change the position of this Bishop? Looking down the Bishop's line of diagonal attack we find . . . our King-Rook Pawn! The threat is Bxpch or Qxpch. Quick! Our King is in danger!



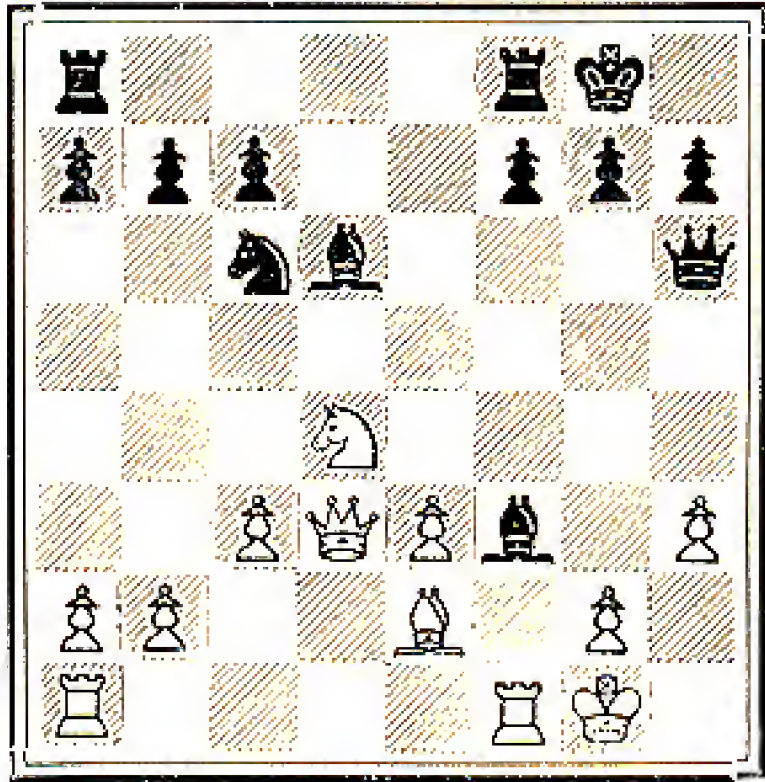
16 We have come to the King's defense by playing Kt (at Q2) to B3. Our KRP is attacked twice (by Black's Queen and Bishop) but is now guarded twice (by Knight and King) so we are safe. But we must be careful; Black is assaulting our King's position.



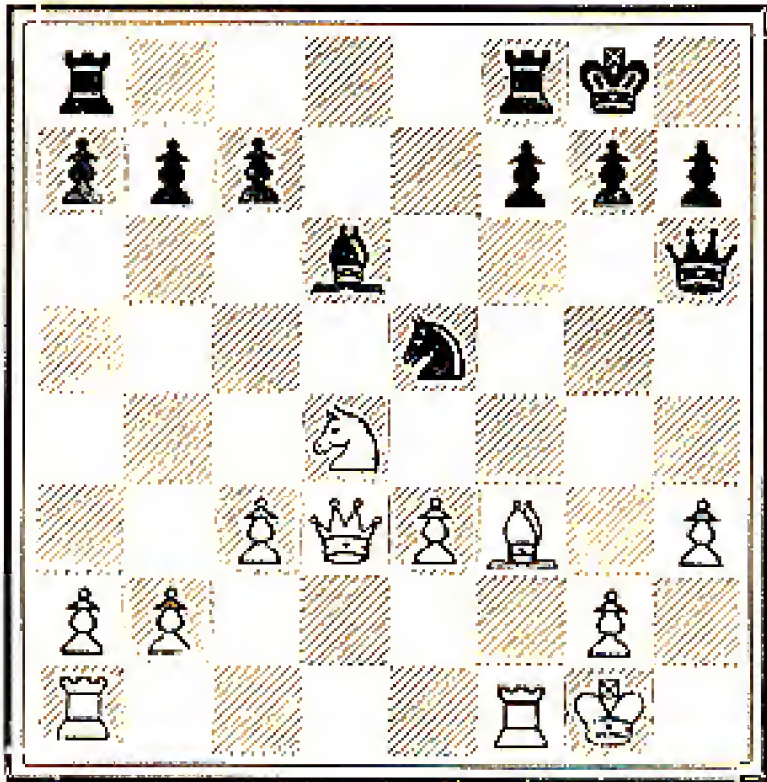
17 Black has played B-Kt5. What does he threaten now? If he plays Bishop takes Kt, we can recapture KtxB and our other Kt will guard the KRP. But suppose he plays Knight takes Kt? Then we cannot recapture with our Kt which guards the KRP.



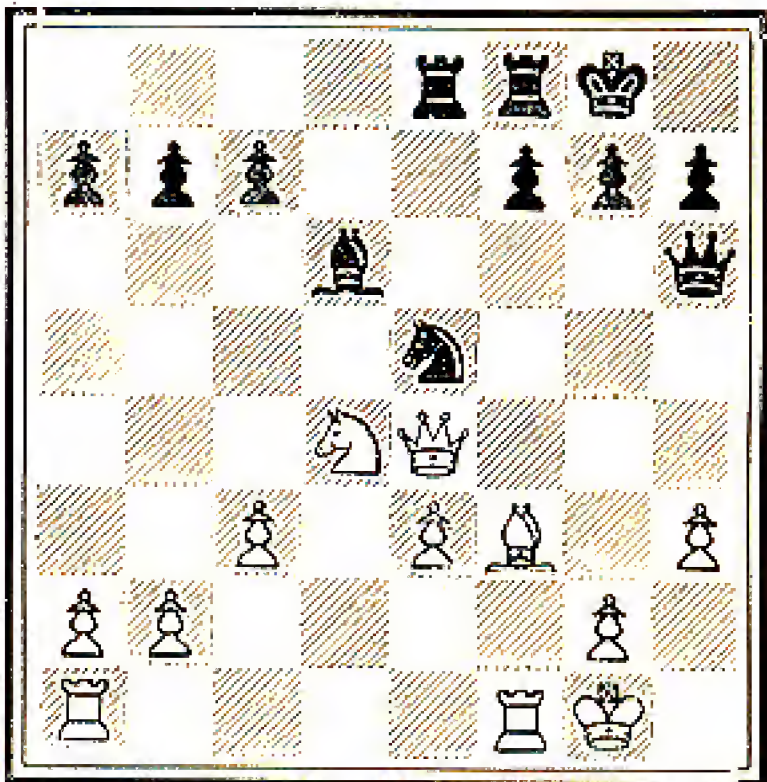
18 We have played P-KR3, attacking Black's Bishop, because his real threat (in the position of diagram 17) was KtxB. To protect our King, we would have been forced to recapture KPxB and he could then play BxKt, followed by BxPch, at least winning a Pawn.



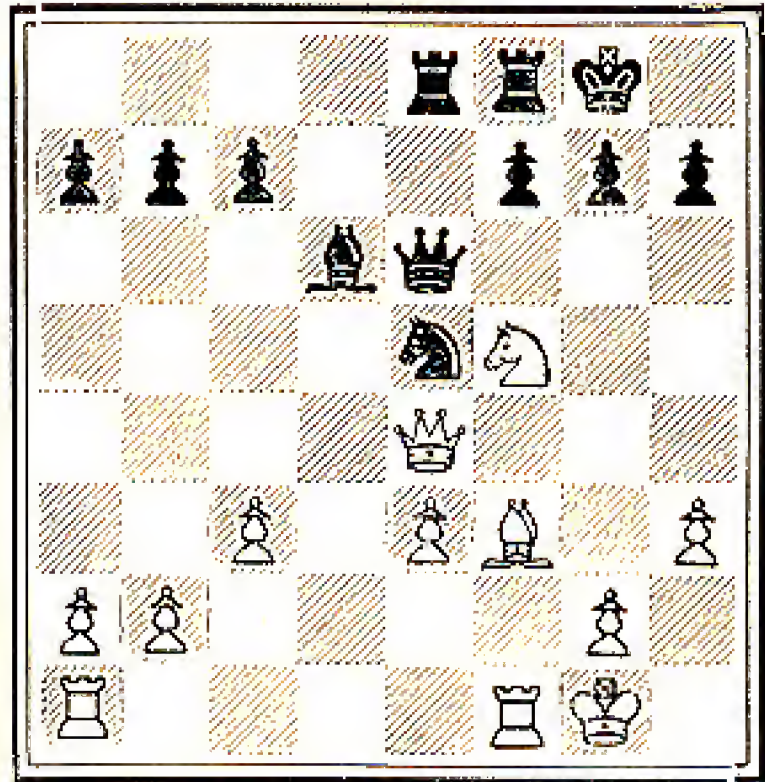
19 As Black's Bishop was threatened, he has played BxKt. Now we need not recapture with our Knight because our KR-Pawn is safe, having moved out of the range of fire. We can recapture with the Bishop if we wish to do so.



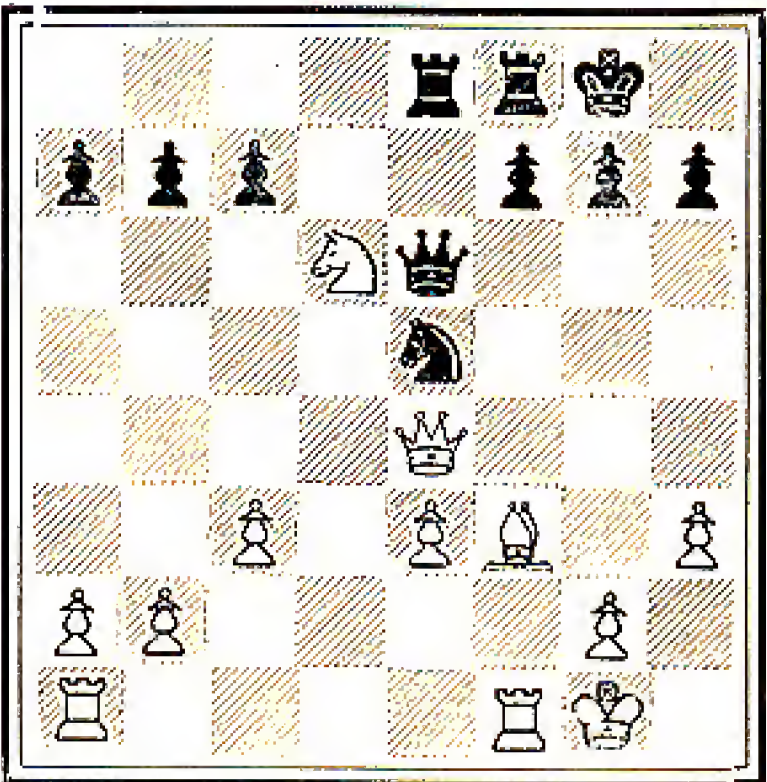
20 We have played BxB and Black has played Kt-K4. What does this move threaten? The answer is obvious: his Kt now attacks our Queen and Bishop. As we cannot capture his Knight we must move our Queen.



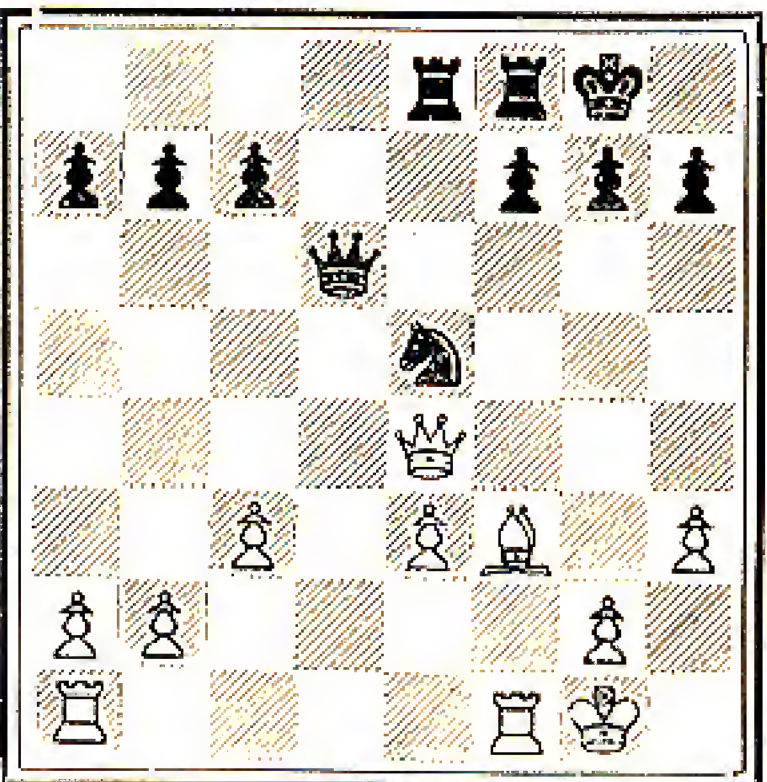
21 Our Queen has moved to K4 and Black has played QR-K1. Why did he move his Rook? The threat is veiled. If his Kt moves the Rook will attack our Queen. We must beware of such once-removed threats. Shall we move the Queen or counter-attack?



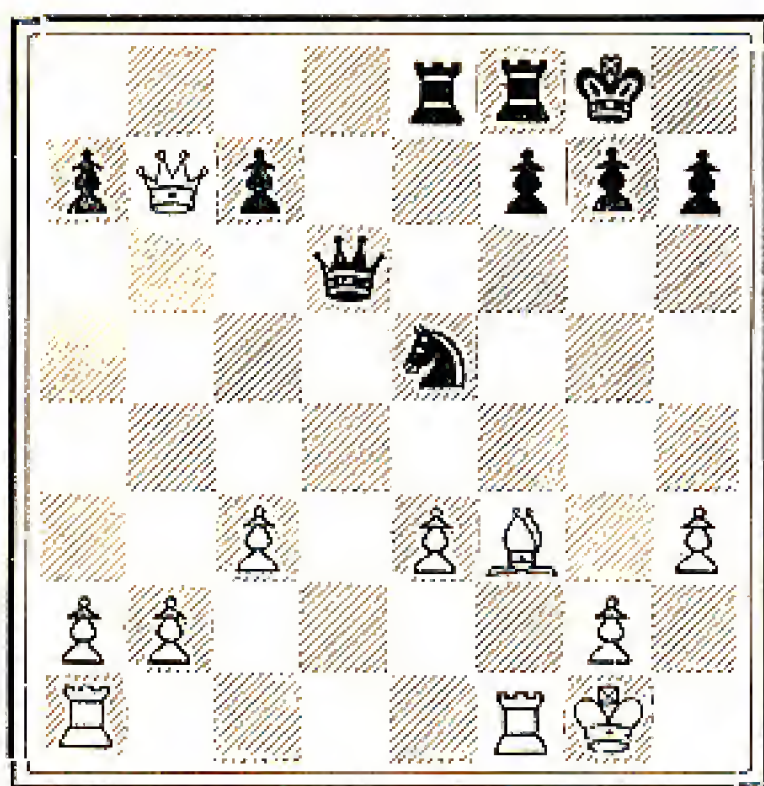
22 Counter-attack! By playing Kt-B5 we attacked the Black Queen and Bishop. The Queen has moved to K3. Any threats? Not immediate, but he has lined up his Queen and Rook on the King-file and we must remember that our Queen is subject to attack.



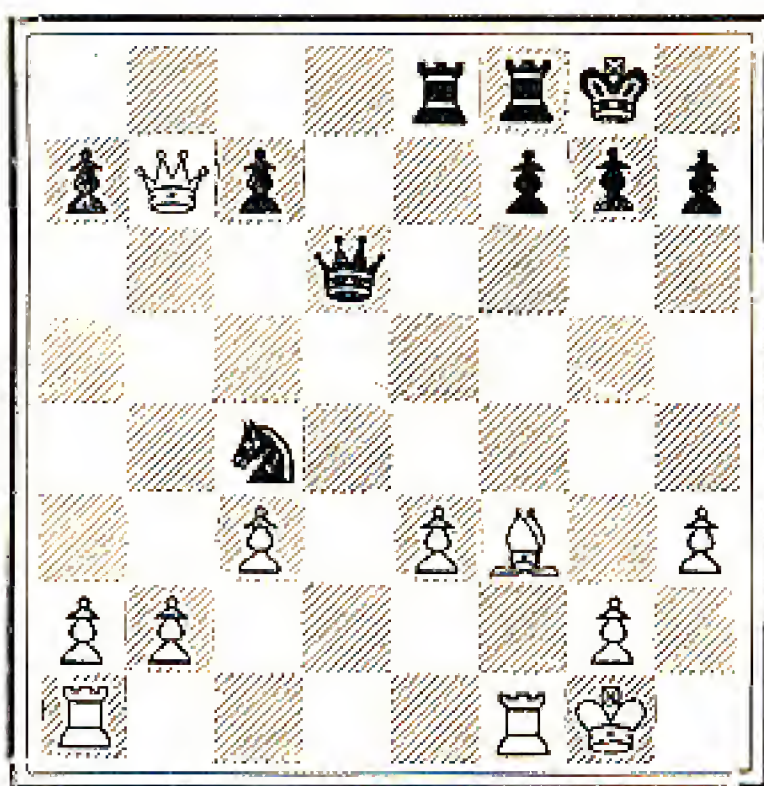
23 We have played KtxB. His Bishop was not actually threatening anything but it was potentially dangerous. Our King is vulnerable along black-square diagonals. By removing the Bishop we eliminate a powerful weapon of attack.



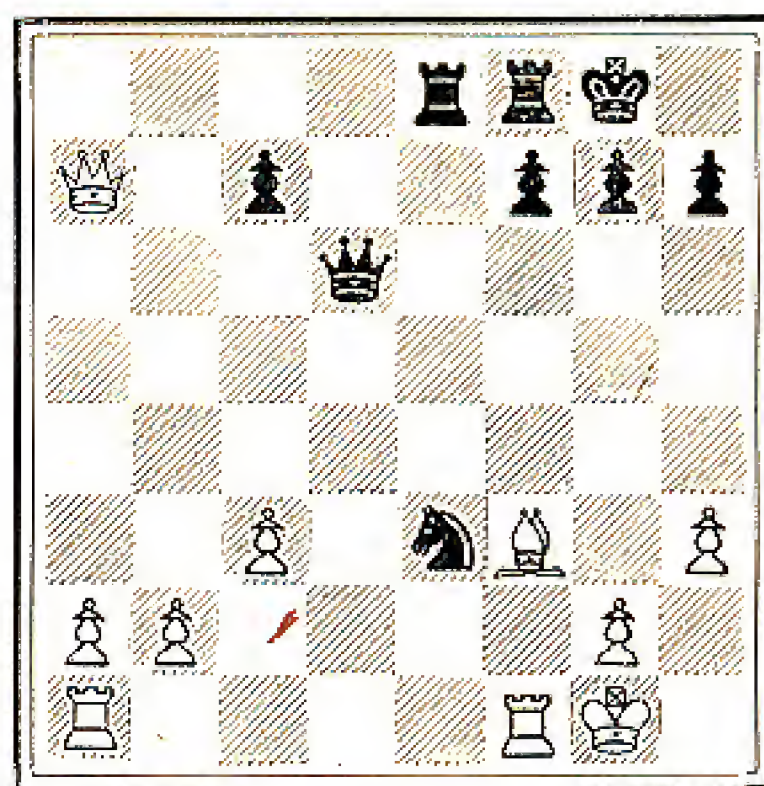
24 Black has recaptured QxKt. Any new threats? Again we note that our Queen is not very safe. If the Kt moves, the Black Rook will attack our Queen. Moreover, our KP is "weak." Unprotected by any other Pawn, it will be subject to attack when our Queen moves.



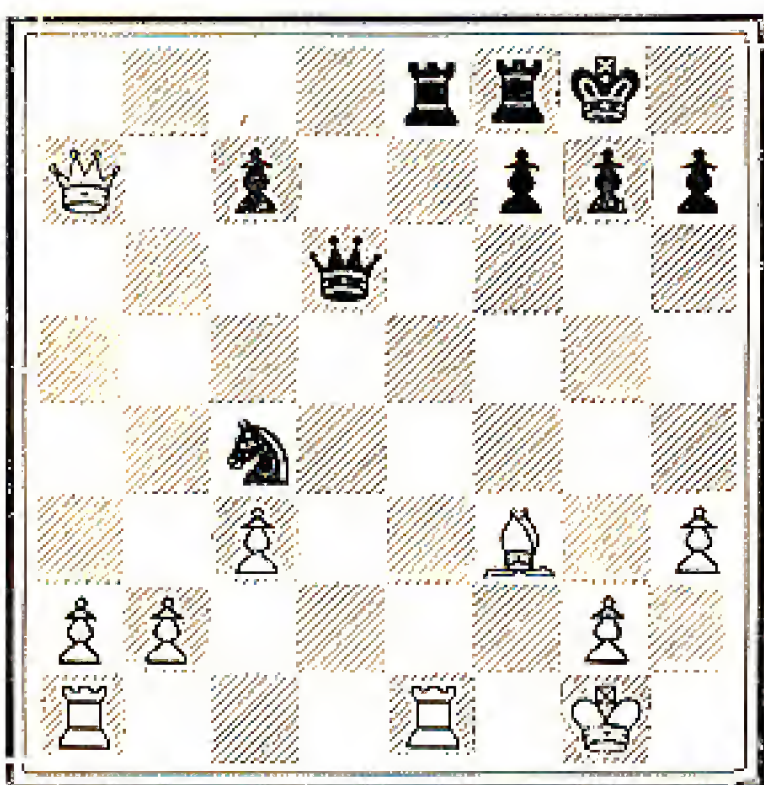
25 We have played QxP. Black's Pawn was unprotected and we are now ahead in material. We are also attacking Black's QRP which is unguarded. We begin to develop a plan which may enable us to win the game.



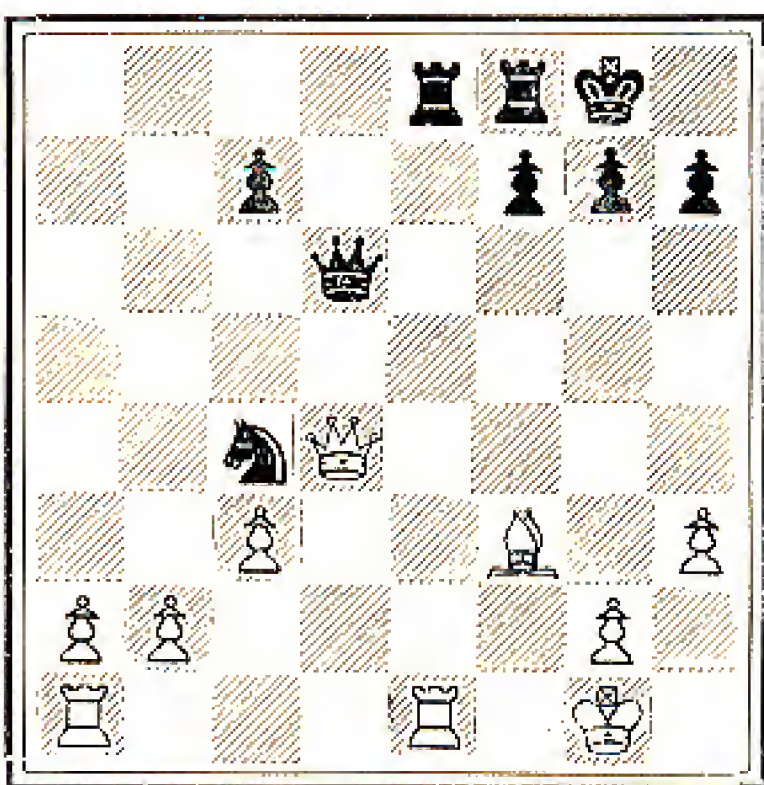
26 Black has replied Kt-B5. With one move he attacks our KP twice (with Kt and R) and threatens to recover his lost material. There is nothing we can do to defend this threat — but we can retain our advantage by capturing another of his Pawns.



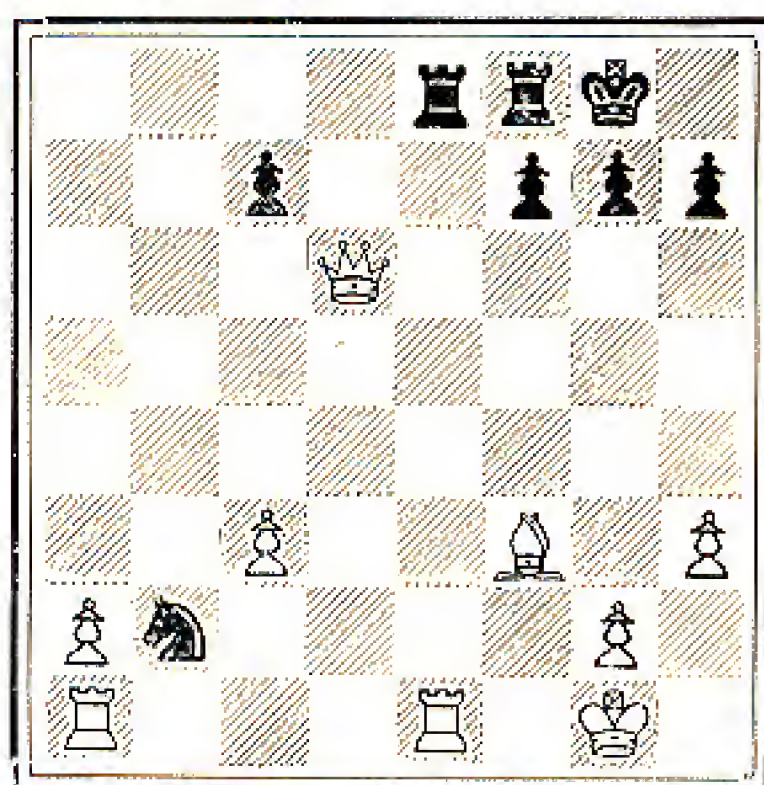
27 We have played QxRP and Black has captured KtxKP. We are still ahead by one Pawn. More important—our QRP is now a "passed Pawn" (no opposing Pawns to prevent its advance to the 8th rank.) At present, however, Black is threatening to win the exchange.



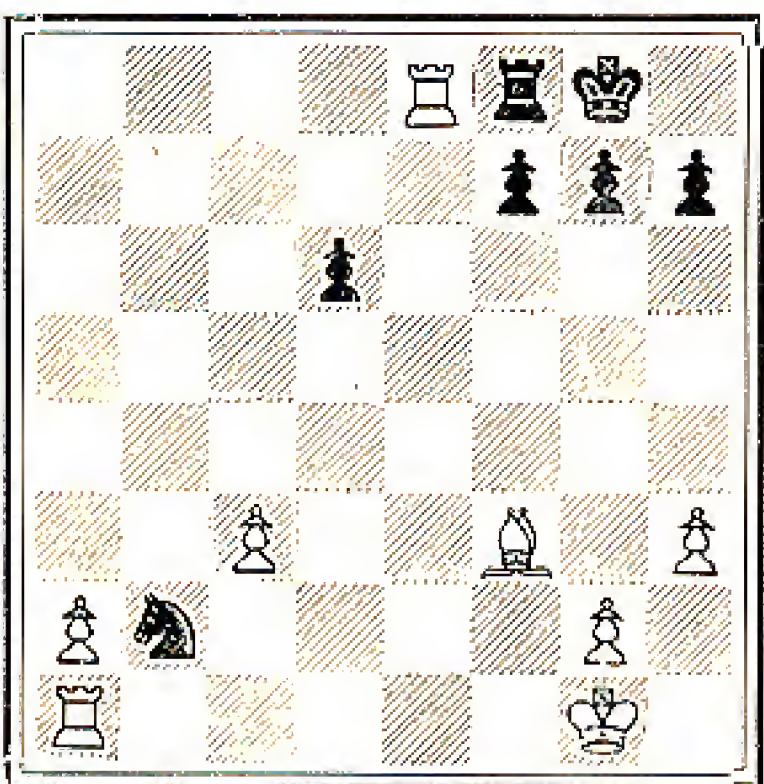
28 We have moved our attacked Rook to K1 and Black has returned his Kt to B5. Are there any threats we must take care of? Black can play RxR but we can recapture with our other Rook. How about his Knight? Yes, he threatens to capture a Pawn.



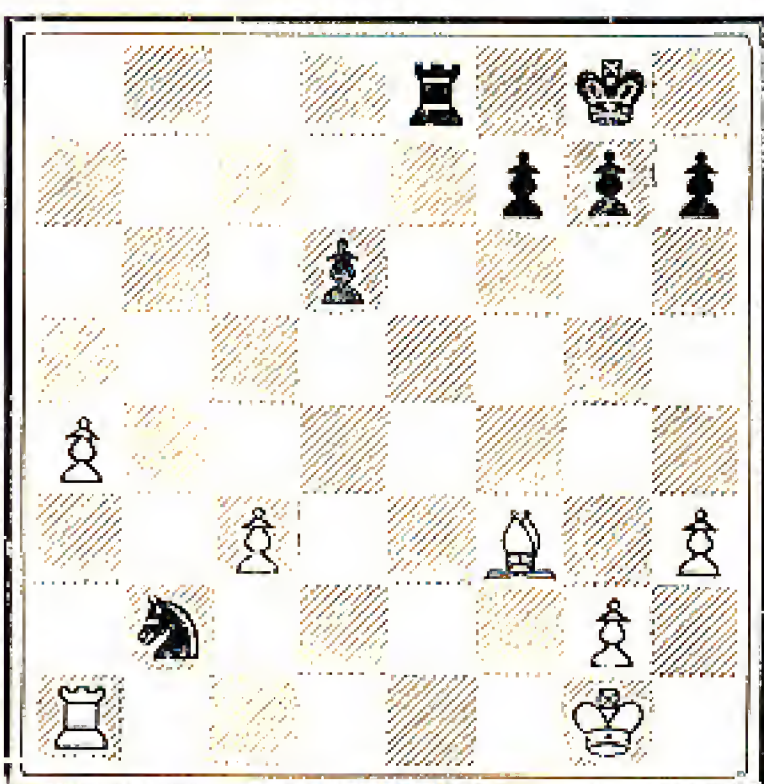
29 What's this? We have played Q-Q4. Are we not going to protect that Pawn? No. The time has come to capitalize on the advantage of a passed Pawn. We are going to try to win the game by advancing our QRP to the 8th rank. Our QKtP is unimportant.



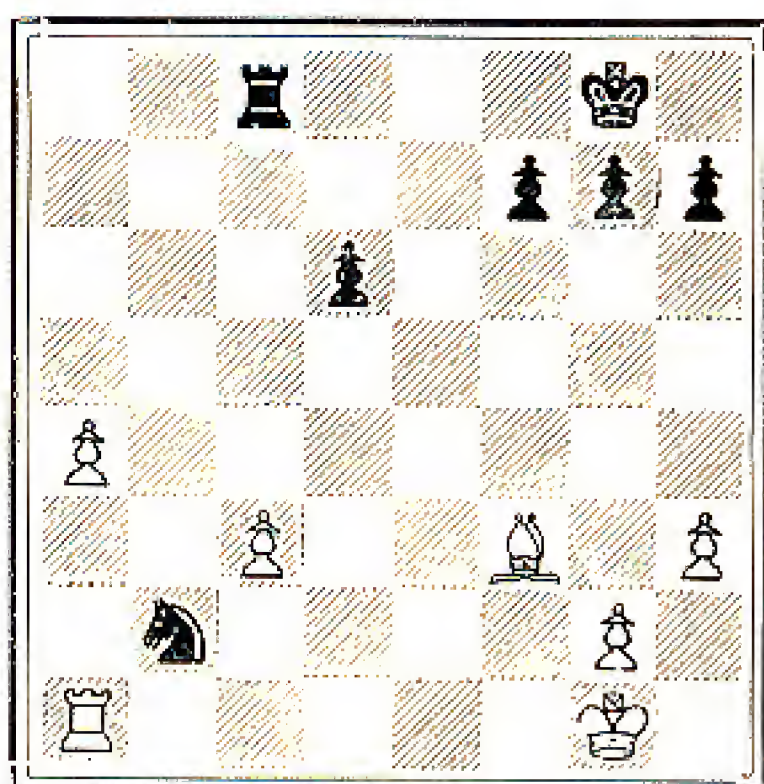
30 Black has played KtxP and we have played QxQ. Our plan is to exchange as many of the remaining pieces as possible to forestall any counter-attacks. Although we are no longer ahead in material, we have a passed Pawn—a big advantage.



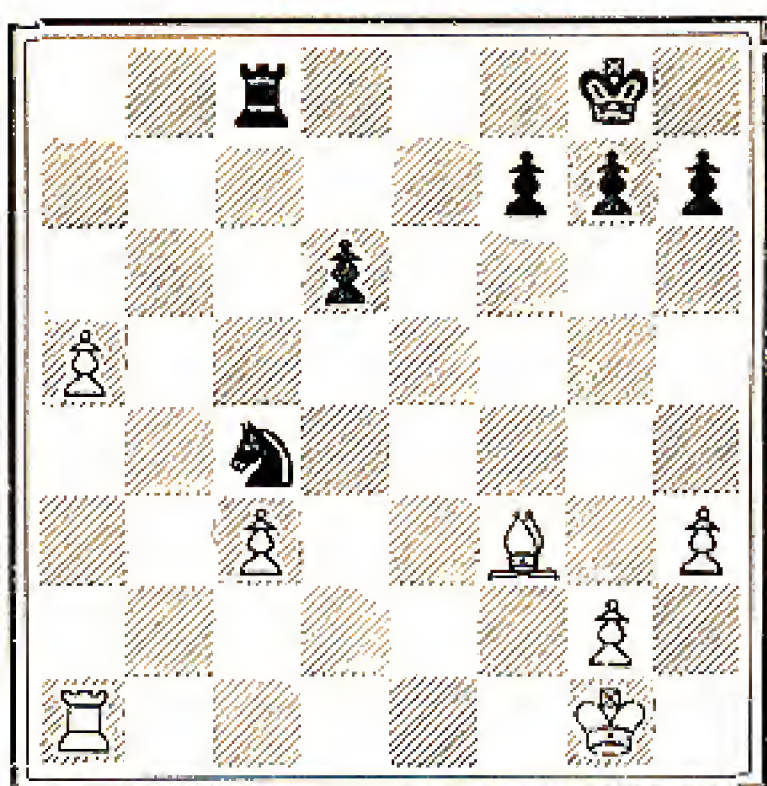
31 Black has played PxQ and we have captured RxR. We continue to liquidate everything in sight. The less men there are on the board, the more dangerous our passed Pawn will become when we start advancing it.



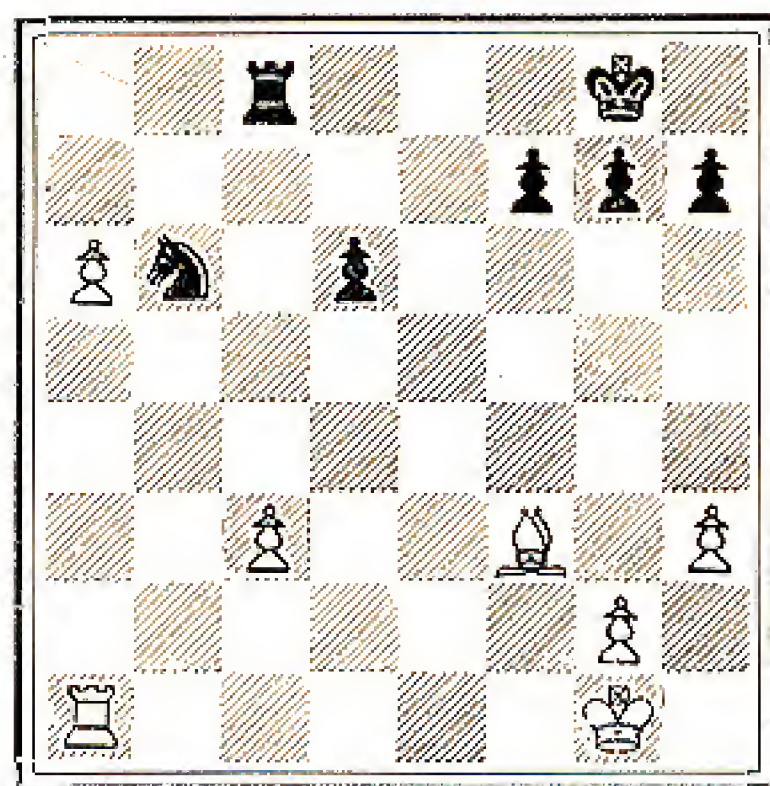
32 Black has recaptured RxR and we get our passed Pawn started with P-QR4. If possible, we are going to promote this Pawn and win the game. Note that our Bishop controls the queening square at QR8 and that our Rook is well placed, behind the passed Pawn.



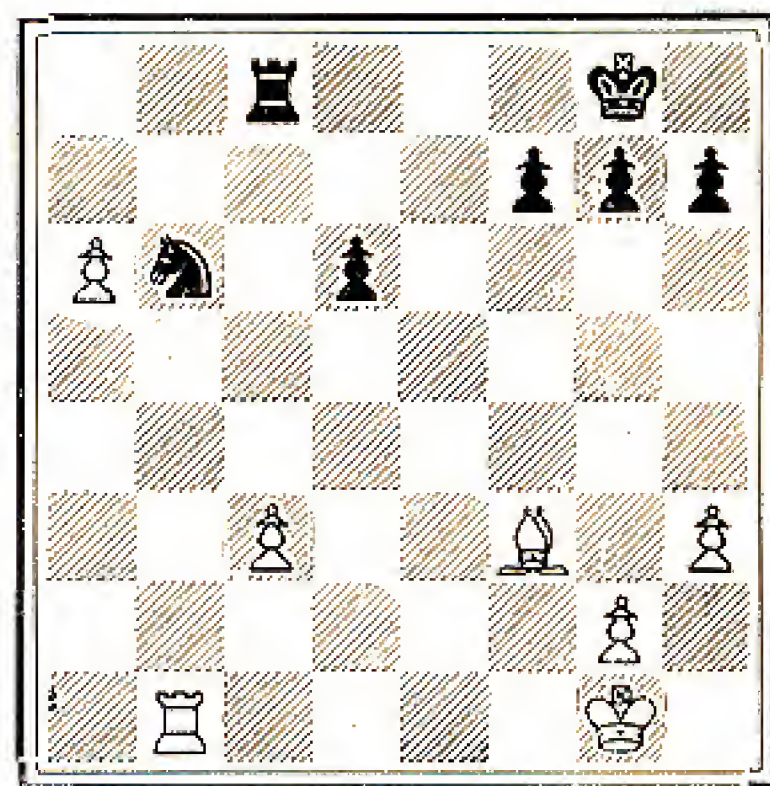
33 Black has played R-QB1. What does he threaten? Well, he threatens RxP, but we are not going to pay any attention to his threats now unless they are dangerous. He has no threats which compare with our own threat of queening a Pawn.



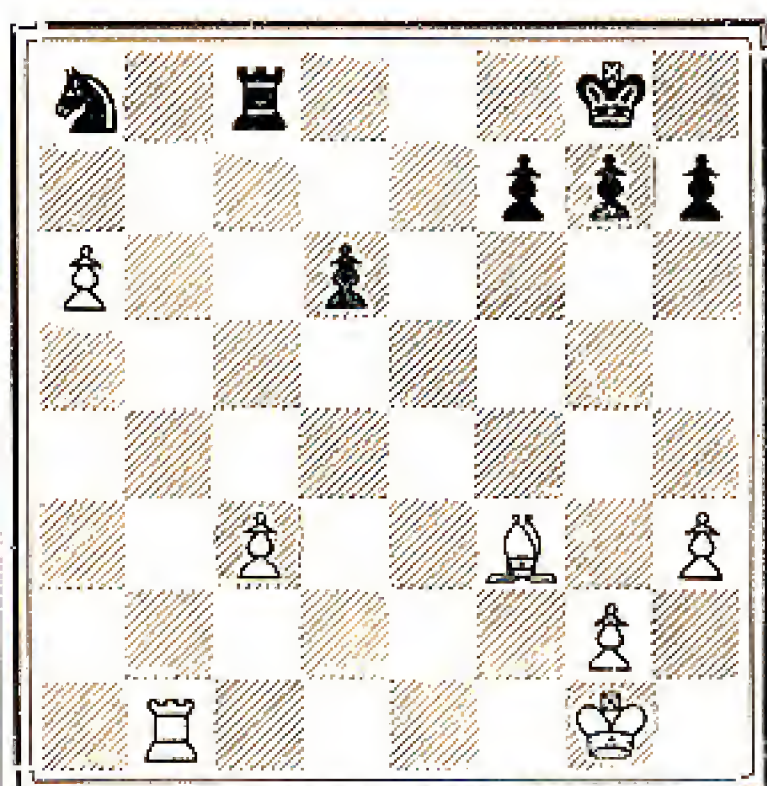
34 We have advanced the QRP another square forward and Black has played Kt-B5. He could not afford to take our Pawn. He is scurrying back with his Knight, trying to prevent our Pawn from reaching the 8th rank.



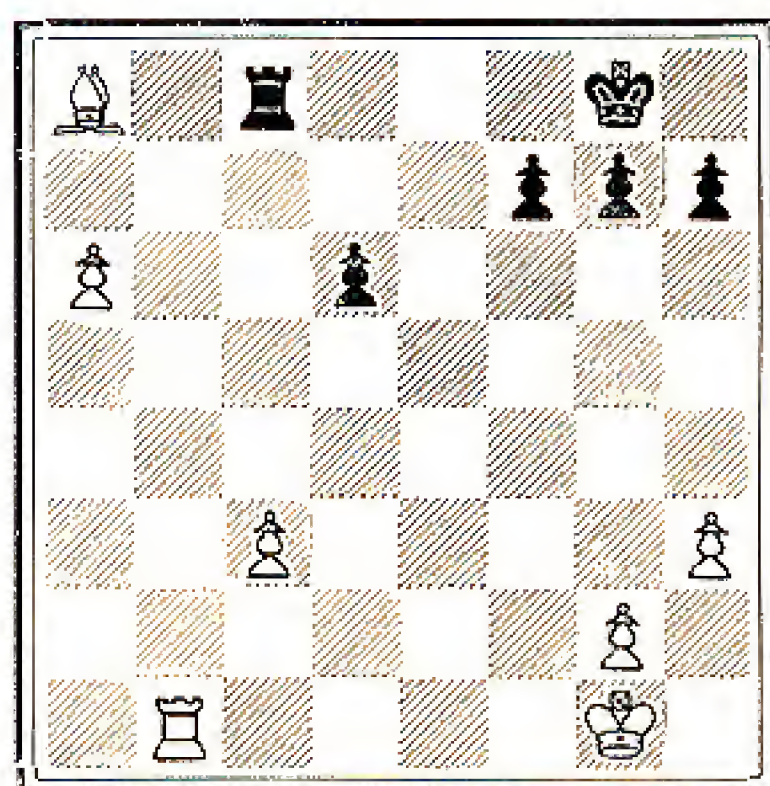
35 On goes the Pawn and now it has reached the 6th rank. Black has played Kt-Kt3. Now his Kt defends the queening square. If we play P-R7 and P-R8 he intends to sacrifice his Knight for our promoted Pawn. We must not permit this sacrifice.



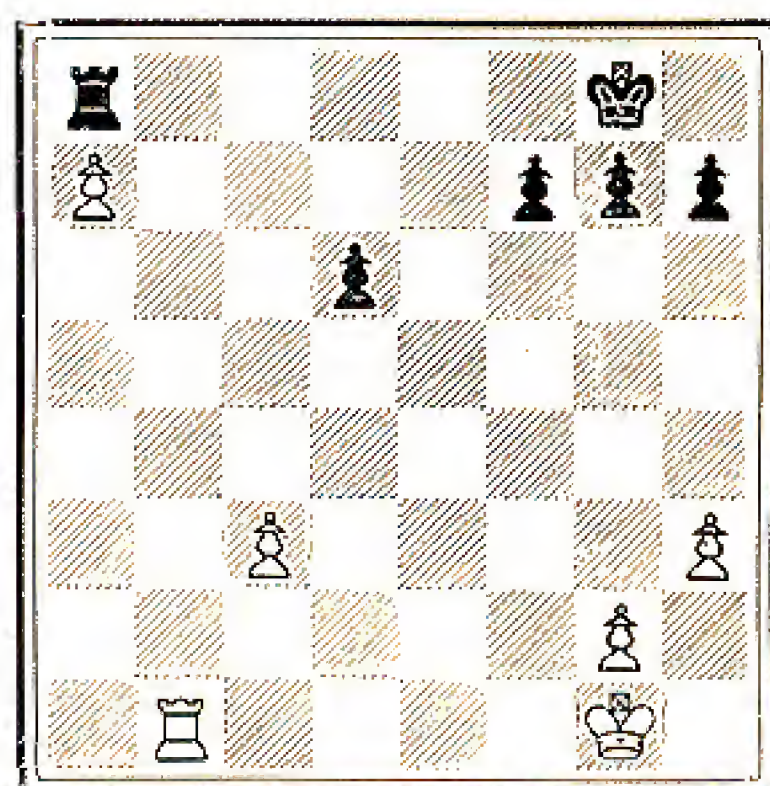
36 Instead, we have played R-Kt1 attacking the Kt. We must force the Kt to move from its present square. If he guards the Kt by playing R-Kt1 we will play P-R7 which wins a piece (either the Rook or the Kt) and still retains the passed Pawn.



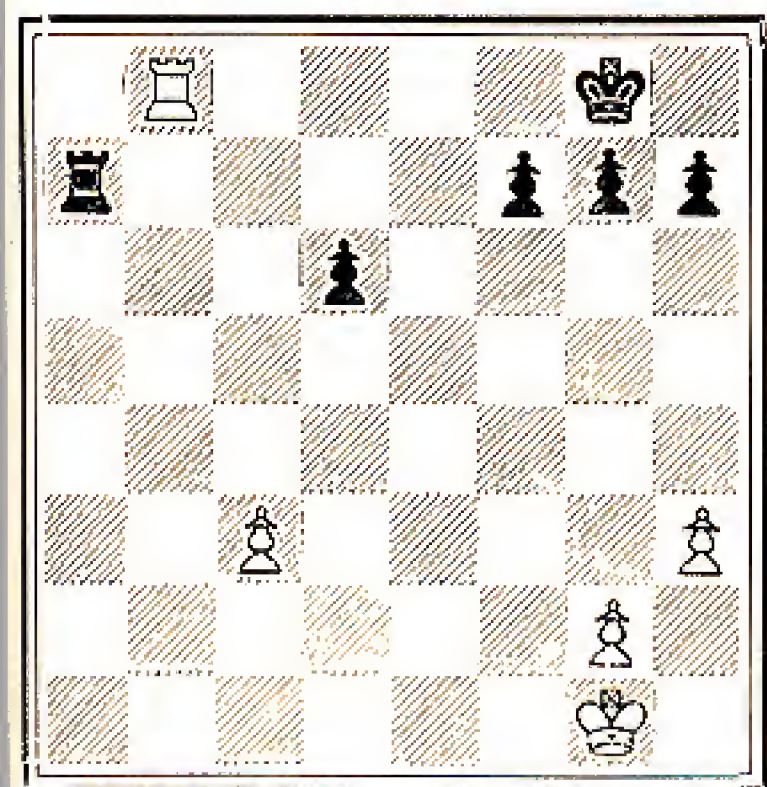
37 Black was forced to move his Kt and has played it to his R1 (our QR8). Now he is trying to block our passed Pawn. There is no longer any question of threats by Black. He is definitely on the defensive.



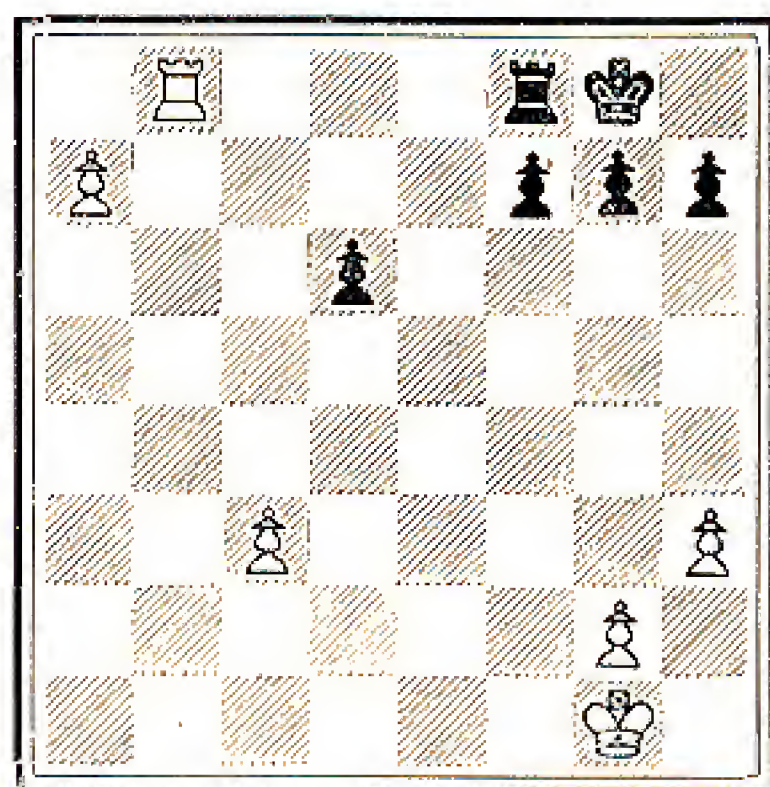
38 We have played BxKt, removing the block. But how does this accomplish anything? Black will play RxB and his Rook will be attacking our Pawn. If we just defend the Pawn with R-R1 it will be completely blocked. What is our next move?



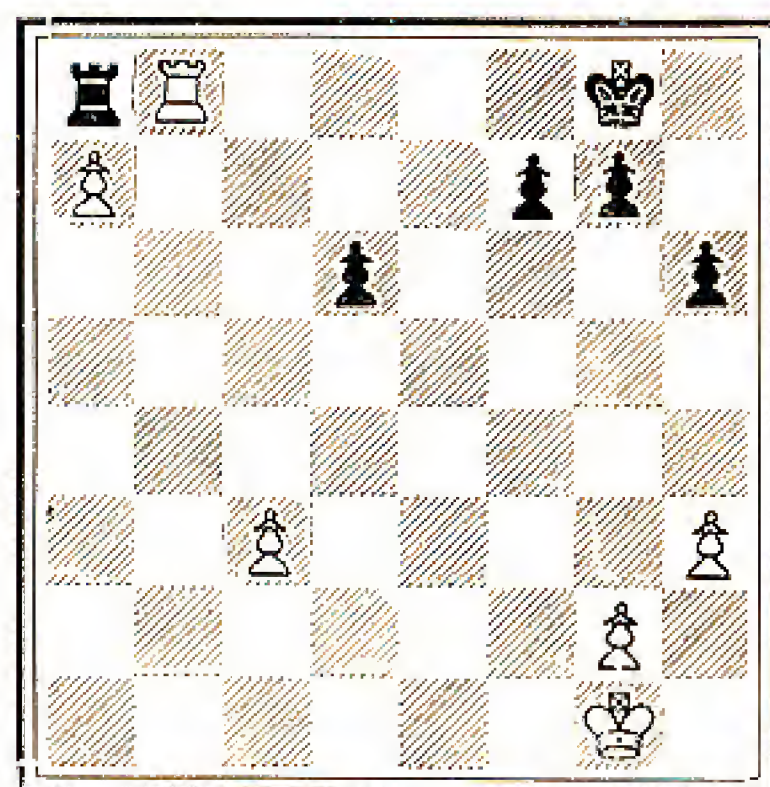
39 Black has played RxB and we have played P-R7, the winning move! At this point Black resigned the game. We are threatening R-Kt8sch, which forces Black to play RxR. We then play PxR; the Pawn becomes a Queen and Black is checkmate.



40 Players usually resign when their position is hopeless. This diagram, and the two following, show why Black resigned after White's P-R7. He either gets mated or must permit White to make a new Queen. As shown above, if he plays RxB White mates with R-Kt8.



41 In the position of No. 39, if he moves his Rook away, White plays R-Kt8 as shown here. Now if Black captures RxR, White recaptures PxR(Q) mate. If he does not capture and makes a Pawn move, White plays RxRch and then queens the Pawn which wins easily.



42 Again, if he plays P-R3, to defend the threat of mate explained under diagram 39, White plays R-Kt8sch as shown above. All Black can do is capture RxR and White recaptures, making a Queen. This advantage in material is overwhelming.

The Two Knights' Defense

A Complete Analysis of the Opening

by ALBERT S. PINKUS

In this new series, Chessmaster Albert S. Pinkus presents a thorough analysis of all known variations of the interesting opening known as the Two Knights' Defense. Both over-the-board and postal chess players will find the series highly instructive. Part 2 will appear next month—in the November issue of CHESS REVIEW—Editor.

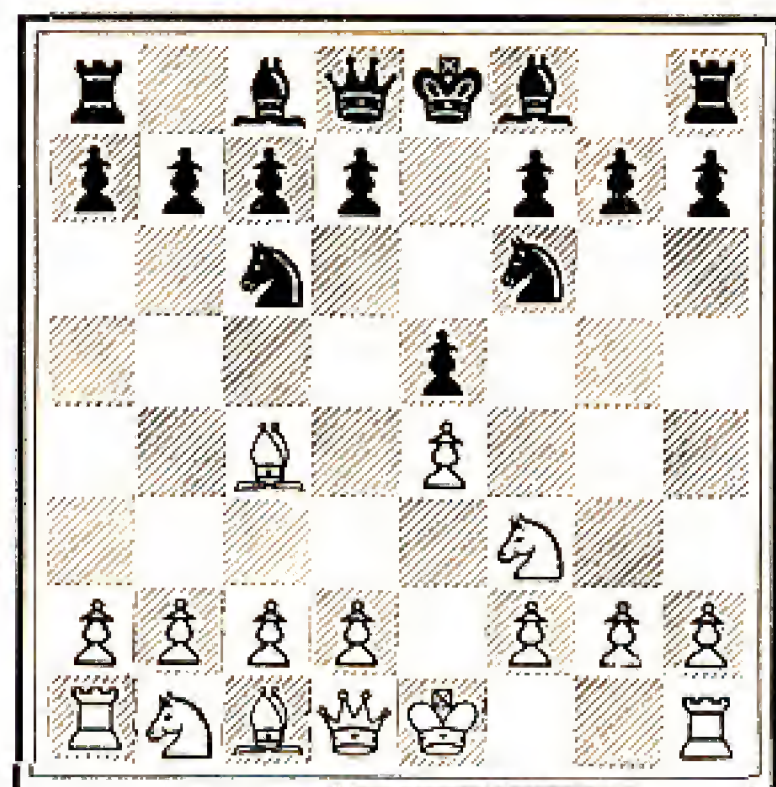
PART ONE

The characteristic position of the Two Knights' Defense occurs after 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, Kt-B3. Even as early as 1590, Polerio recognized the move 3 . . . Kt-B3 as a variation of the Giuoco Piano. His rejoinder of 4 Kt-Kt5 leading into the "Fegatello" was considered a complete answer and remained the classical attack to the present time.

In 1839 Bilguer published an exhaustive treatise confirming the analysis of the ancient masters, but recognized that Black had better moves at his disposal in the variation 5 . . . Kt-QR4; 6 B-Kt5ch, B-Q2 (Polerio's). In 1849 von der Lasa also took up the gage for Black and his researches in the opening added greatly to its soundness. His variation 10 . . . Q-B2 is often played in tournaments.

The most modern analysis which I have called the Main variation is the latest word on the subject and shows improvements for both sides. The alternate attack by white for 4 P-Q4 (Center Attack) is a transitional line which also arises in the Scotch Gambit as follows; 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-Q4, PxP; 4 B-B4, Kt-B3. This attack leads to complex situations with good possibilities for both sides. The resume of all the known attacks follows:

- | | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |

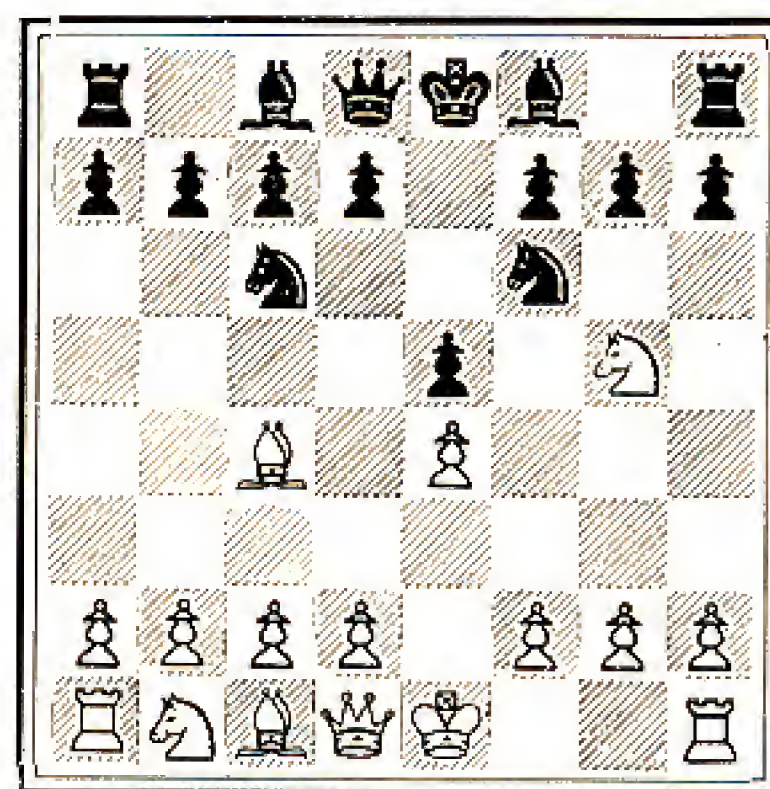


Characteristic position after 3 . . . Kt-B3.

White may then continue with 4 Kt-Kt5—the Classical Attack; or 4 P-Q4—the Center Attack; or 4 Kt-B3—the Four Knights' Game; or 4 P-Q3—the Pianissimo Variation; or 4 O-O—a transitional variation.

In the box below is given a resume of the Classical Attack and on the next page the analysis of the variations begins.

The Classical Attack



Position after 4 Kt-Kt5

Main Variation 4 . . . P-Q4

- | | |
|-----------|--------|
| 5 P x P | Kt-QR4 |
| 6 B-Kt5ch | P-B3 |
| 7 P x P | P x P |
| 8 B-K2 | P-KR3 |
| 9 Kt-KB3 | P-K5 |
| 10 Kt-K5 | B-Q3 |
| 11 P-KB4 | O-O |

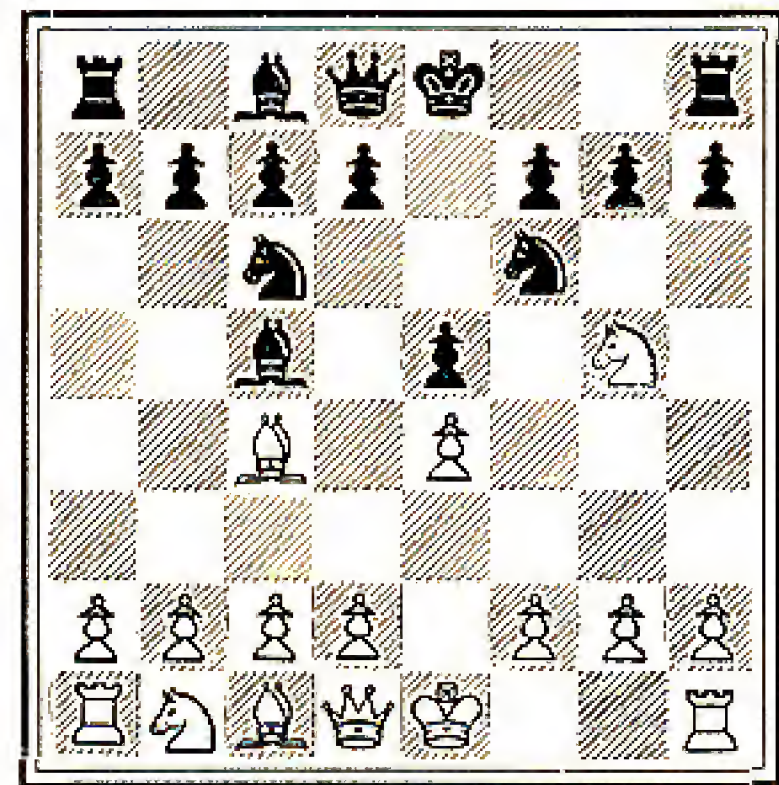
Substitute moves in the Main Variation lead to the following well known attacks.

- | | |
|-----------------------|-----------------------|
| 4 . . . B-B4? | —WILKES BARRE |
| 4 . . . KtxP? | —LEWIS'S VARIATION |
| 5 . . . KtxP; 6 KtxBP | —FEGATELLO |
| 5 . . . KtxP; 6 Q-B3? | } DIVERSE VARIATIONS |
| 6 Q-R5? | |
| 6 P-Q3 | |
| 5 . . . KtxP; 6 P-Q4 | —RIO'S VARIATION |
| 5 . . . Kt-Q5? | —FRITZ'S VARIATION |
| 5 . . . P-QKt4? | —ULVESTAD'S VARIATION |
| 6 P-Q3 | —MAGDEBURG VARIATION |
| 6 . . . B-Q2? | —POLERIO'S VARIATION |
| 8 B-R4? | —NAMELESS |
| 8 Q-B3? | —STAUNTON'S VARIATION |
| 8 B-Q3? | —BIRD'S VARIATION |
| 9 Kt-KR3? | —STEINITZ'S VARIATION |
| 10 . . . Q-Q5? | —LANGE'S VARIATION |
| 10 . . . Q-B2 | —VON DER LASA'S VAR. |
| 11 . . . PxP e.p. | —EXCHANGE VARIATION |
| 11 . . . B-B4! | —TENNER'S VARIATION |

Wilkes-Barre Variation

This idea has been known for over fifty years but has been proved unsound. An extensive analysis was published in CHESS REVIEW 1935-1936 by a member of the Wilkes-Barre Chess Club of Pennsylvania. A further analysis was given by the same author in the same publication in 1941.

| | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-Kt5 | B-B4 |



White now has three possibilities:

| |
|------------------|
| 5 P-Q4 Main Line |
| 5 KtxBP? |
| 5 BxPch |

The danger involved in 5 KtxBP is well shown in the following game between B. Mikyskas and K. Traxler, 1896. From the above diagram the game continued: 5 KtxBP, BxPch; 6 K-B1, Q-K2; 7 KtxR, P-Q4; 8 PxP, Kt-Q5; 9 P-B3, B-Kt5; 10 Q-R4ch, Kt-Q2; 11 KxB, Q-R5ch; 12 K-K3, Q-Kt4ch; 13 K-B2, Q-B5ch; 14 K-Kt1, O-O-O; 15 PxKt, R-B1; 16 P-KR3, Q-B7ch; 17 K-R2, BxP; 18 KxB, P-KKt4 and White resigned.

Or 5 KtxBP, BxPch; 6 KxB, KtxPch; 7 K-Kt1 (7 K-K3 with the intention of grabbing everything allows 7... Q-K2; 8 KxKt, Q-R5ch; 9 K-K3, Q-B5ch; 10 K-K2, QxBch; 11 P-Q3, QxKt with the better game) 7... Q-R5; 8 P-KKt3, KtxKtP; 9 KtxR with an uncertain position.

Or 5 KtxBP, BxPch; 6 K-B1 Q-K2; 7 KtxR, P-Q4; 8 PxP (not 8 BxP, B-Kt5 wins the Queen) 8... Kt-Q5 (now White is prevented from continuing 9 KxB because then 9... Kt-Kt5ch; 10 K-Kt1, Q-B4 wins) 9 B-K2, KtxB; 10 QxKt, B-Kt3 with a strong attack.

If 5 BxPch then 5... K-K2; 6 B-Kt3, R-B1; 7 P-Q3, P-Q3; 8 O-O, B-KKt5; 9 Kt-KB3, Kt-Q5; 10 QKt-Q2, Q-Q2; 11 P-QB3, KtxKtch; 12 KtxKt, Kt-R4; 13 B-Kt5ch, K-K1; 14 P-Q4 with a difficult position.

MAIN LINE

| | |
|---------|-----|
| 5 P-Q4! | BxP |
|---------|-----|

Or 5... P-Q4; 6 BxP, KtxB; 7 PxP, KKt-Kt5; 8 P-QR3, QxQch; 9 KxQ, Kt-R3; 10 P-QKt4 and should win.

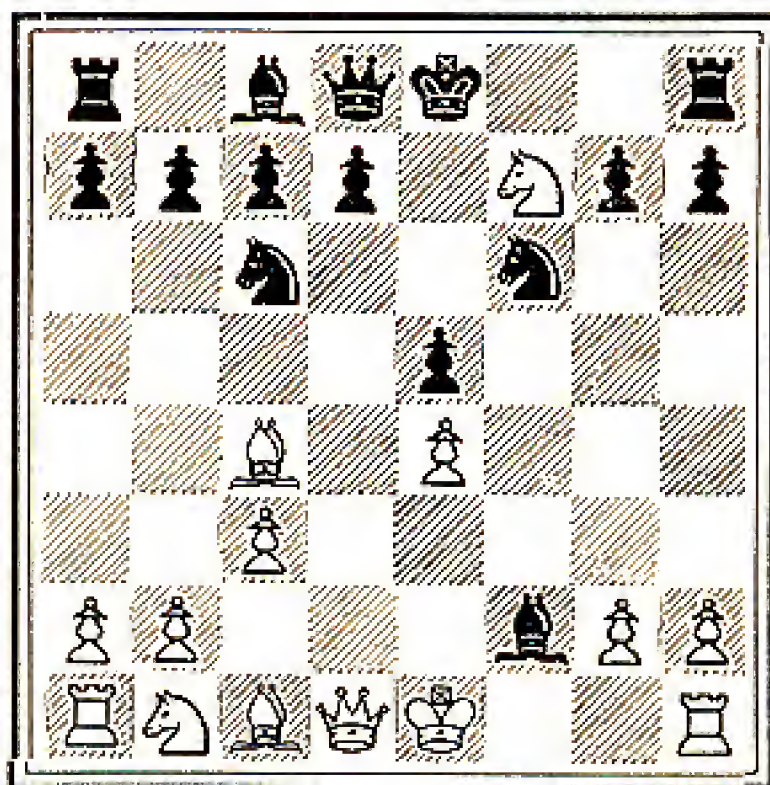
Or 5... P-Q4; 6 BxP, BxP; 7 P-QB3, B-Kt3; 8 BxKtch, PxP; 9 QxQch, KxQ; 10 KtxPch and wins.

After the text move Black is "hoist with his own petard."

6 P-QB3!

An important gain of time. The Black QKt is kept from Q5 and this lessens the power of the Black attack after White captures the KBP.

| | |
|-----------|-------|
| 6 | B-Kt3 |
| 7 KtxBP | BxPch |



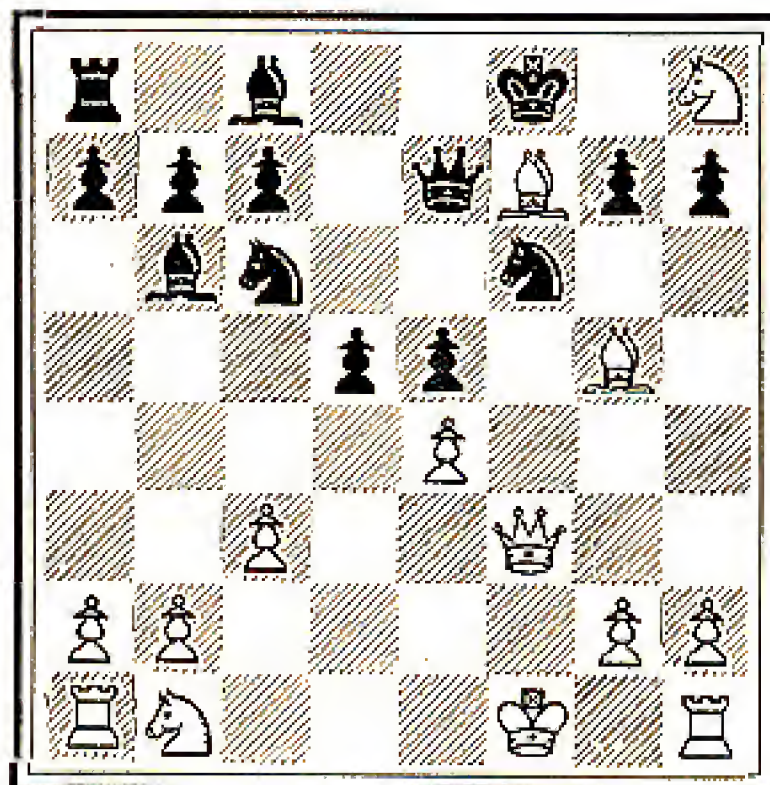
8 K-B1

Best. If 8 KxB, KtxPch; 9 K-Kt1, Q-R5; 10 B-K3, R-B1; 11 Kt-R3, RxKt; 12 BxRch, KxB with a difficult game as Black has two pawns for the exchange.

| | |
|-----------|-------|
| 8 | Q-K2 |
| 9 KtxR | B-Kt3 |

Or 9... KtxP; 10 Q-R5ch, P-Kt3; 11 KtxP and wins. Or 9... P-Q4; 10 PxP, B-Kt5; 11 B-K2 wins.

| | |
|-----------|------|
| 10 B-B7ch | K-B1 |
| 11 Q-B3 | P-Q4 |
| 12 B-Kt5 | |



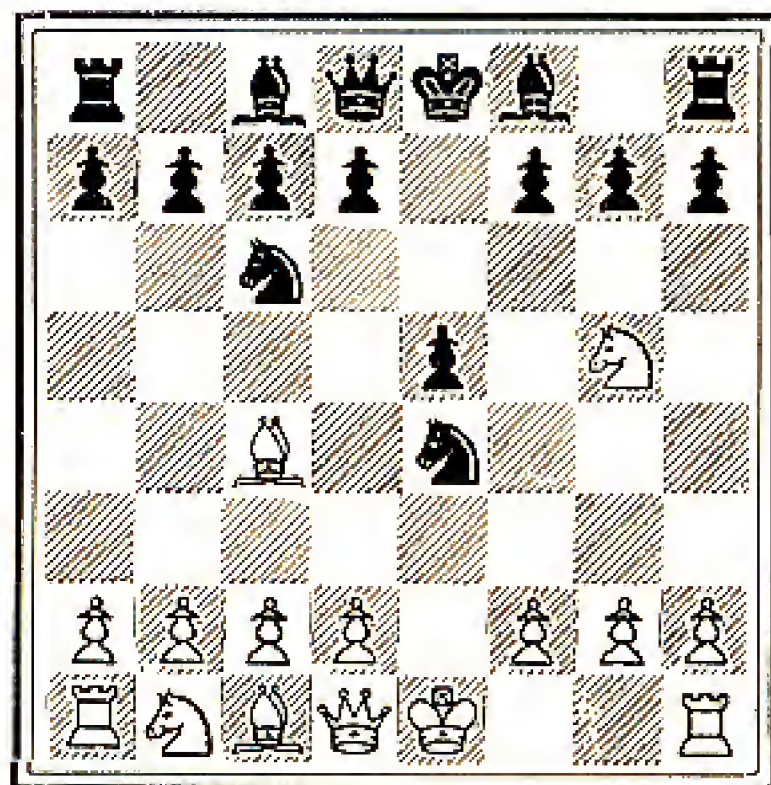
White must still handle the position with care. A possible continuation is:

12... PxP; 13 Q-Kt3 (not 13 QxKt? QxQch; 14 BxQ, PxP; 15 B-Q5, K-Kt2; 16 Kt-B7, B-KB4 and White loses the Knight on B7, after which Black has two pawns for the exchange and an excellent

game) 13... B-KB4; 14 K-K1, R-Q1; 15 R-B1, Q-Q2; 16 Kt-R3, K-K2; 17 B-Kt3, RxKt; 18 R-Q1, Q-B1; 19 BxKtch, KxB; 20 Q-R4ch, K-Kt3; 21 P-Kt4, BxP; 22 B-B7 mate.

Lewis's Variation

| | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-Kt5 | KtxP? |



This is a questionable line which loses on proper play by White. The immediate point is that, if White plays 5 KtxKt? then 5... P-Q4 recovers the piece with the better game. Also bad is 5 KtxBP, which leads to sharp play, i.e:

5 KtxBP, Q-R5; 6 O-O, B-B4; 7 P-Q4, BxP; 8 KtxR, KtxP; 9 RxKt? BxRch; 10 K-B1 (otherwise 10... QxB wins easily) 10... QxBch; 11 KxB, Q-R5ch; 12 K-Kt1, P-Q4; 13 Kt-B3, B-K3 wins.

Or 5 KtxBP, Q-R5; 6 O-O, B-B4; 7 P-Q4, BxP; 8 B-K3, BxB; 9 PxP, R-B1; 10 B-Q5, Kt-K2; and Black wins, for on 11 KtxP, KtxB! or 11 Q-B3, Kt-KB3!

MAIN LINE

| | |
|---------|---------|
| 5 BxPch | K-K2 |
| 6 P-Q4! | |

This is the correct winning line. Weak is 6 P-Q3, after which Black gets a fine game and the initiative. The Black attack in this variation resembles the attack which comes up in the Wilkes-Barre: 6 P-Q3? Kt-B3; 7 B-Kt3, P-Q4; 8 P-KB4, B-Kt5; 9 Q-Q2, K-Q2; 10 Kt-B7, Q-K1; 11 KtxR, PxPch; 12 K-B1, Kt-Q5; 13 Kt-B3, B-QB4; 14 QxP, B-K7ch; 15 K-K1, Kt-B6ch; 16 PxKt, BxBPch; 17 K-Q2, BxR wins.

| | |
|-----------|------|
| 6 | P-Q3 |
|-----------|------|

Or 6... Kt-Q3; 7 B-Kt3 with the better game. The threat is 8 Kt-K6 and 9 B-Kt5ch winning the Queen. On 6... P-KR3; 7 KtxKt, KxB; 8 P-Q5, Kt-K2; 9 Q-R5ch with a good game.

| | |
|---------------|-------|
| 7 B-Kt3 | Kt-B3 |
| 8 Kt-B7 | Q-K1 |
| 9 PxP | PxP |
| 10 KtxR wins. | |

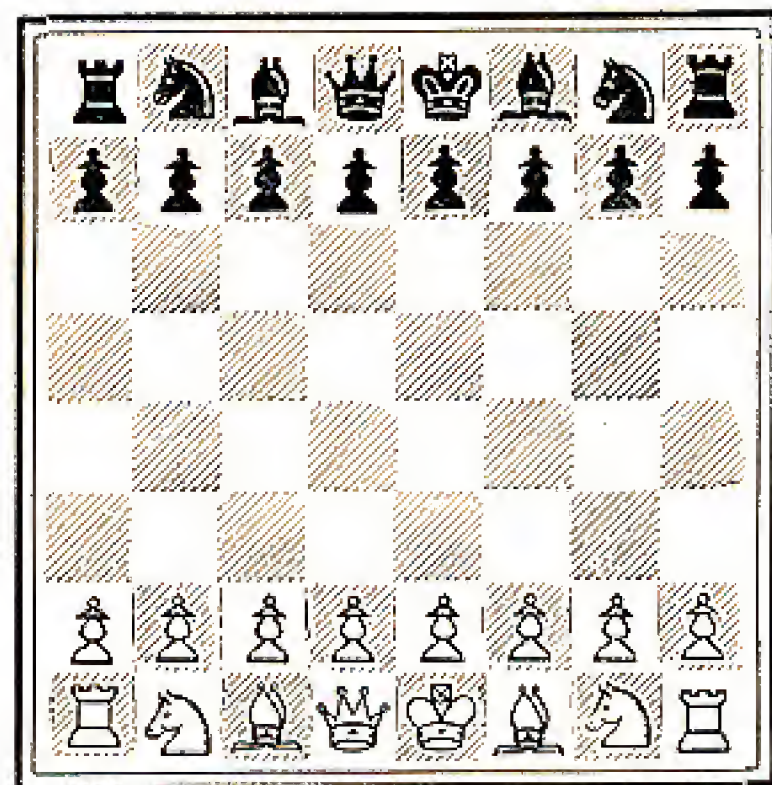
(To be continued)

CHess MOVIES

Arranged by Kenneth Harkness

Subtitles by I. A. Horowitz

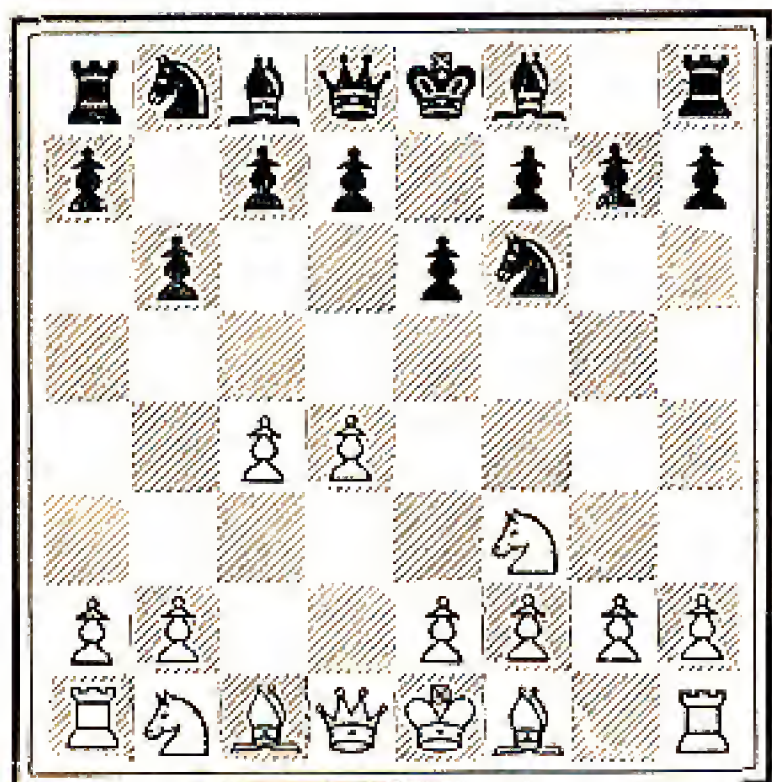
You need no chessboard or pocket set to enjoy this "movie" of a brilliant master chess game. With the aid of the diagrams, picturing the positions after every two or three moves, you can play the game mentally from beginning to end. The comments under each diagram explain the moves made in the position pictured. Follow the diagrams from left to right (on each page), beginning with Diagram No. 1. This method of presentation affords excellent practice in visualizing two or three moves ahead.



1 Saemisch opens with the QP and Nimzovich adopts a line of defense named after him. The opening moves:

1 P-Q4 Kt-KB3
2 P-QB4 P-K3
3 Kt-KB3 P-QKt3

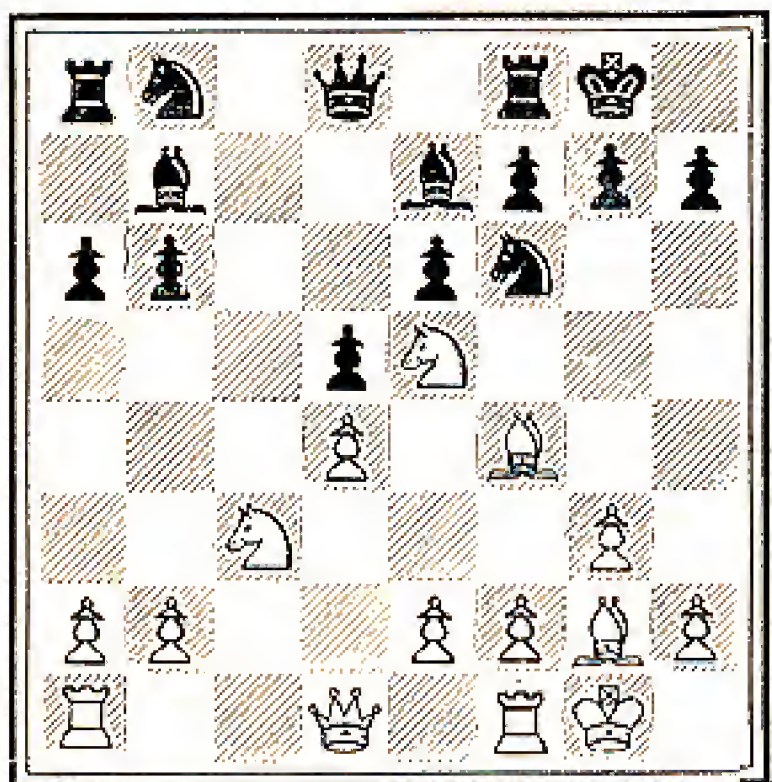
Black intends to fianchetto his QB.



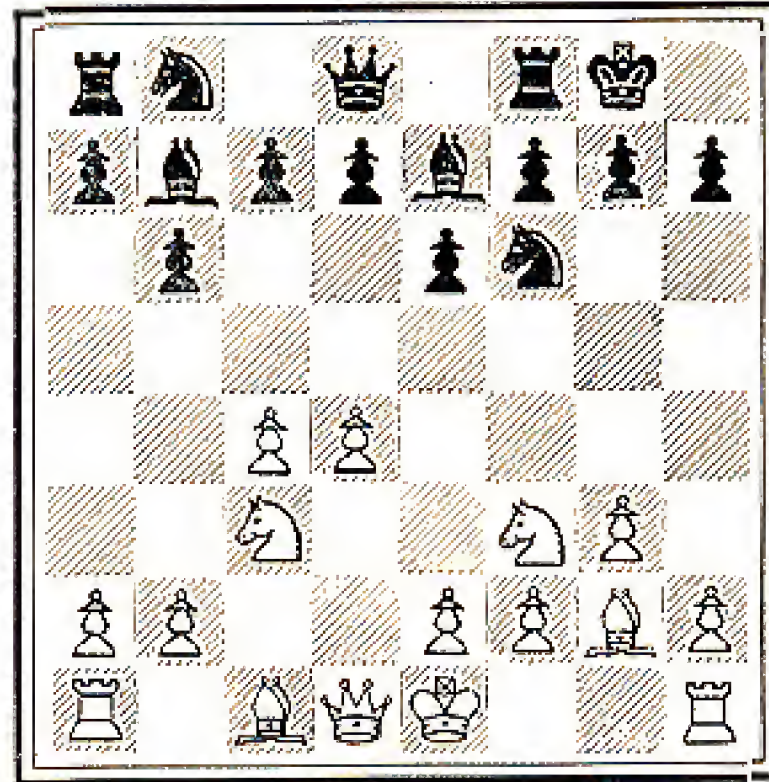
2 White decides to oppose with a counter-fianchetto on the K-side and the game continues:

4 P-KKt3 B-Kt2
5 B-Kt2 B-K2
6 Kt-B3 O-O

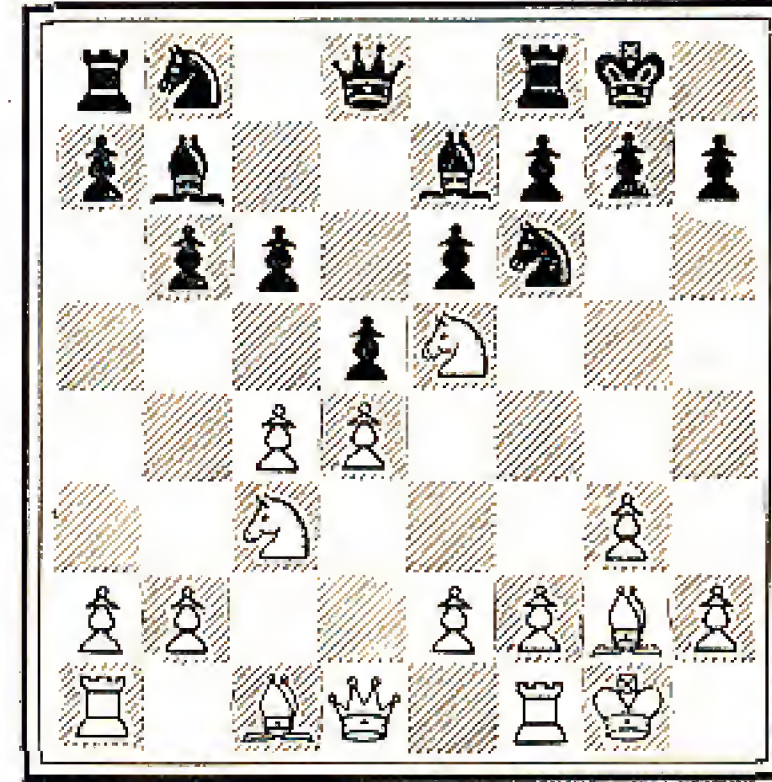
—reaching the position shown in diagram 3 to the right.



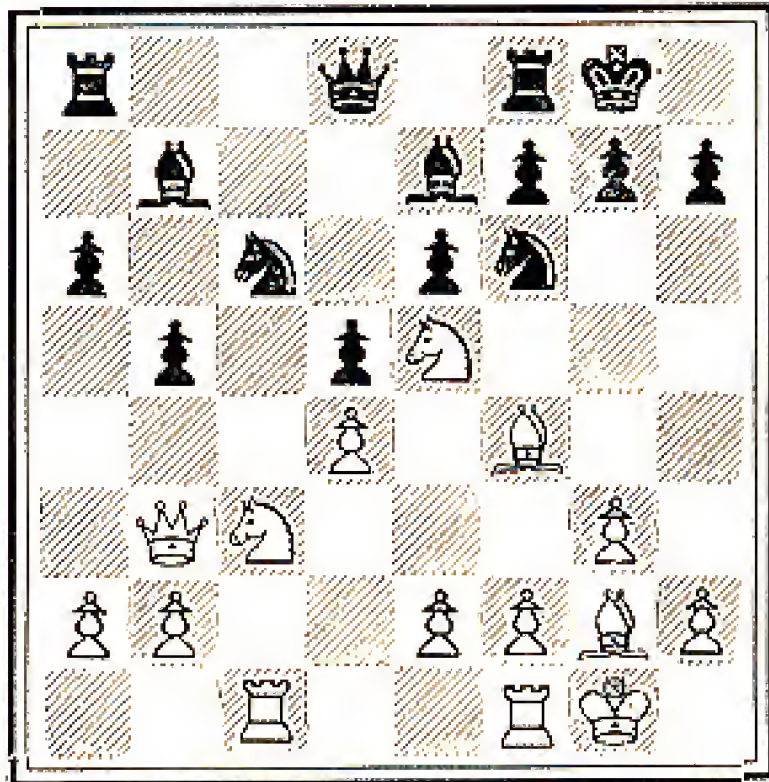
5 White is concentrating his forces on the open QB-file and now plays R-B1. Black replies with P-QKt4, preparing a prospective outpost for his QKt at B5. White continues with Q-Kt3 and Black brings out his QKt to B3.



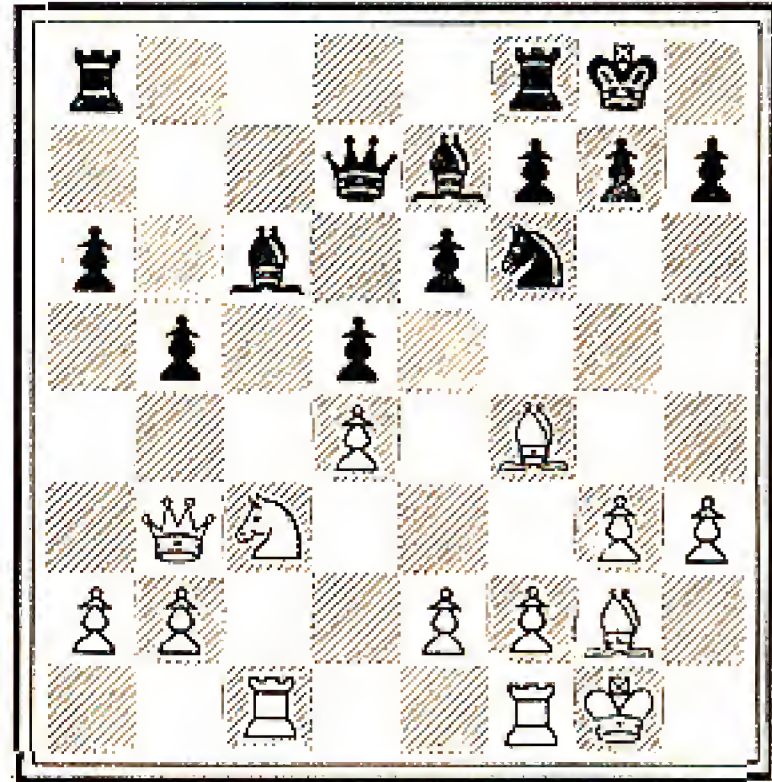
3 Now White castles and Black plays P-Q4, threatening to open the Q-file with PxpP. White counters with Kt-K5, pinning Black's QP, and Black then releases the pin by playing P-B3.



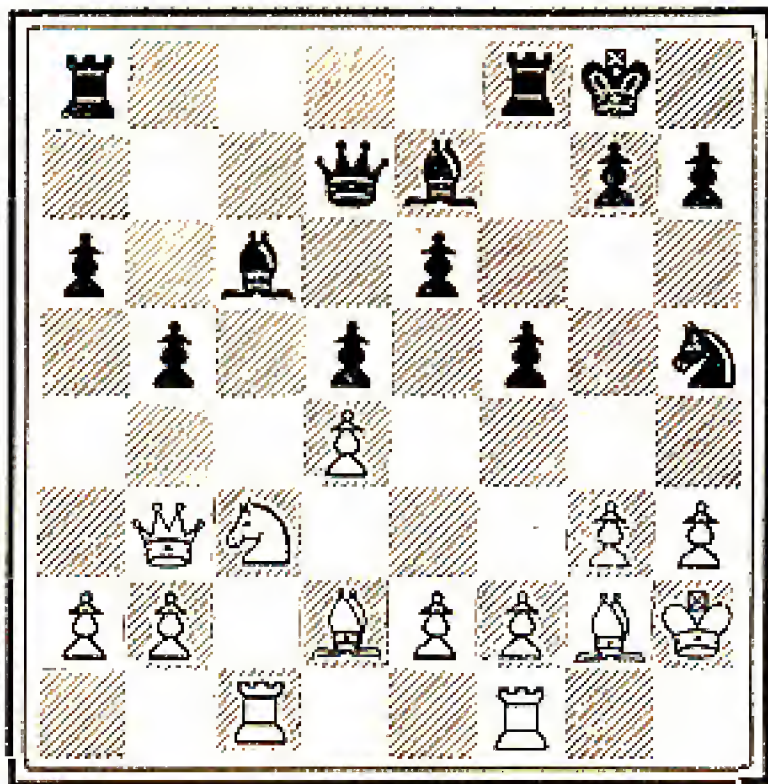
4 Black's QB is locked in but may emerge later as the Pawns are still mobile. Now White plays PxpP and Black recaptures with his BP. Then White plays B-B4 and Black replies P-QR3 as a prelude to an advance of his Q-side Pawns.



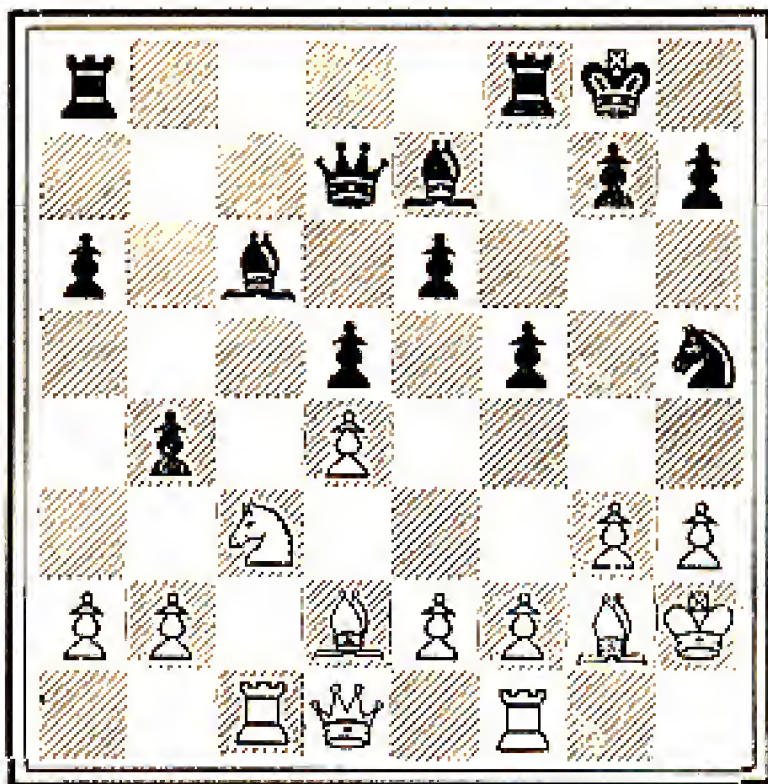
6 Black is threatening to attack the White Queen with Kt-R4 and then reach his objective at B5—so White exchanges Knights (KtxKt, BxKt) and then prepares a possible K-side advance by playing P-KR3. Black replies with Q-Q2.



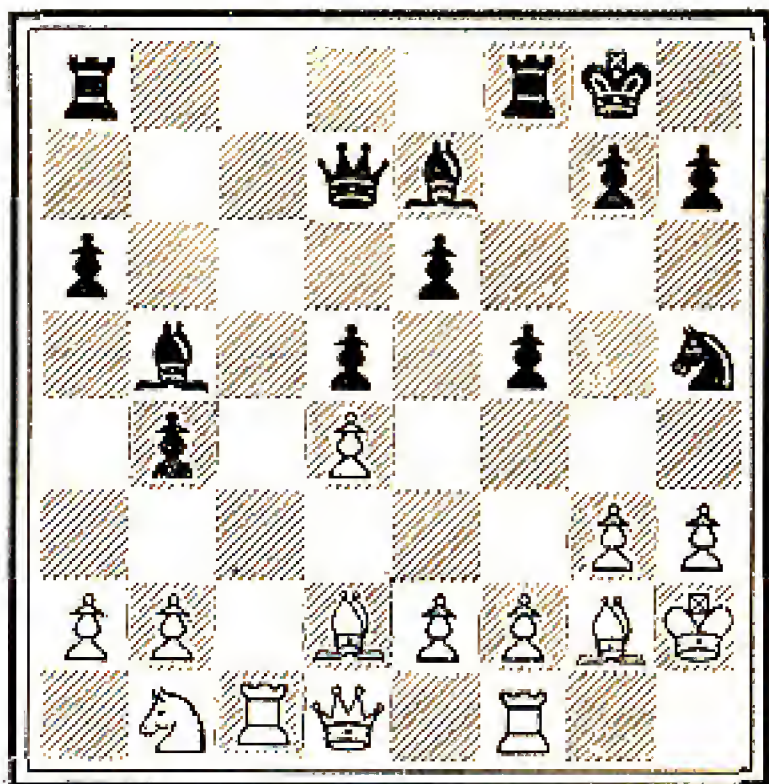
7 As the first step in a contemplated attack on the KKt file, White plays K-R2. Black counters with Kt-R4 attacking the Bishop. White prefers to keep his Bishop so retreats it to Q2; whereupon Black opens his own attack with the thrust P-B4!



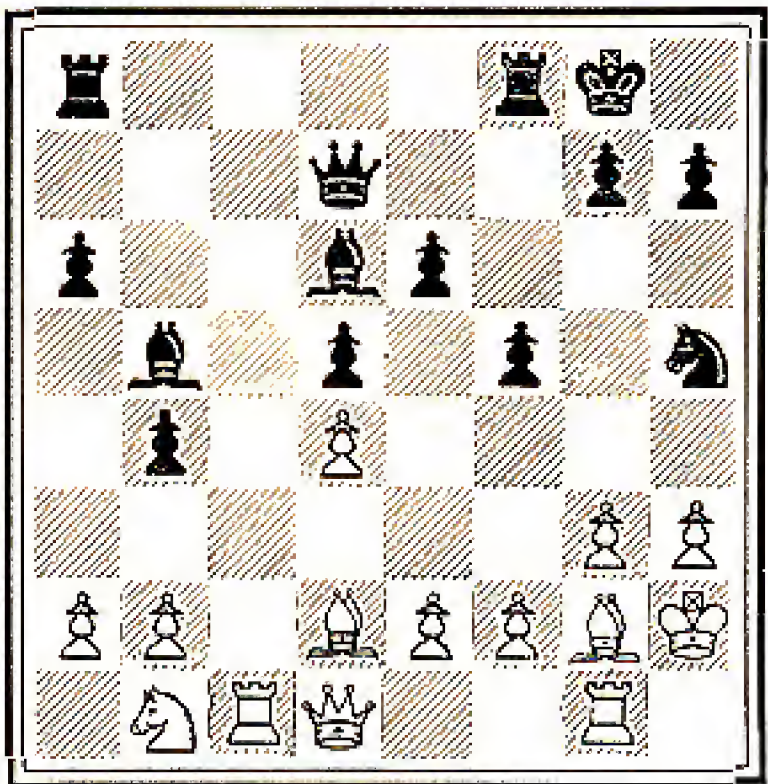
8 Black threatens P-B5, opening up lines of attack, so White defends with Q-Q1, to be able to meet P-B5 with P-K3 and a discovered attack on the Kt. But Black is in no hurry and first applies a gentle persuader to White's Knight with P-Kt5.



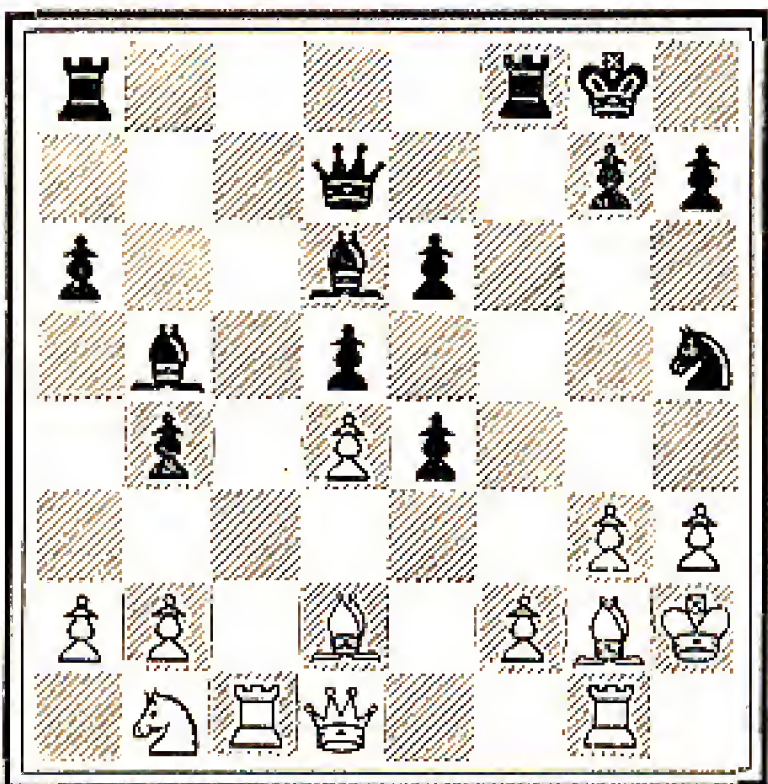
9 Back to the stable goes the White Knight (Kt-Kt1), having nowhere else to go. Already White is beginning to feel cramped. Then Black plays B-QKt4, renewing the threat of P-B5 for White would lose the exchange if he answered with P-K3.



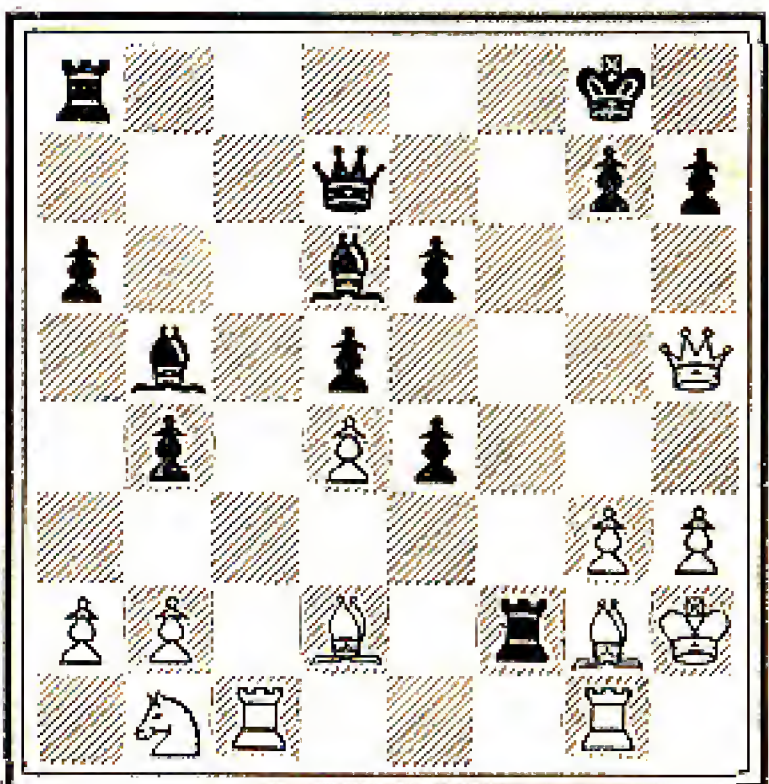
10 White unpins his Rook by playing R-Kt1. Now if Black advances P-B5, White can reply P-K3 and his Rook is safe. So Black plays B-Q3, increasing the pressure on his KB5 square and indirectly bearing on the White King.



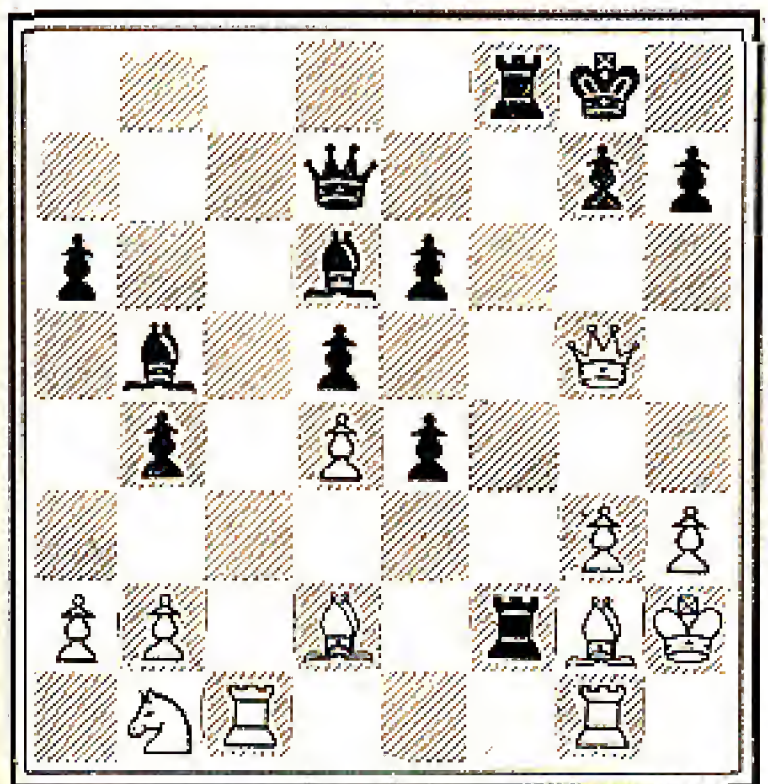
11 White decides to take drastic measures and plays P-K4! Now his Queen attacks the unprotected Black Knight and if the Knight moves back to B3 White can play P-K5 winning a piece. But Black decides to give up the piece on his own terms and plays BPxP.



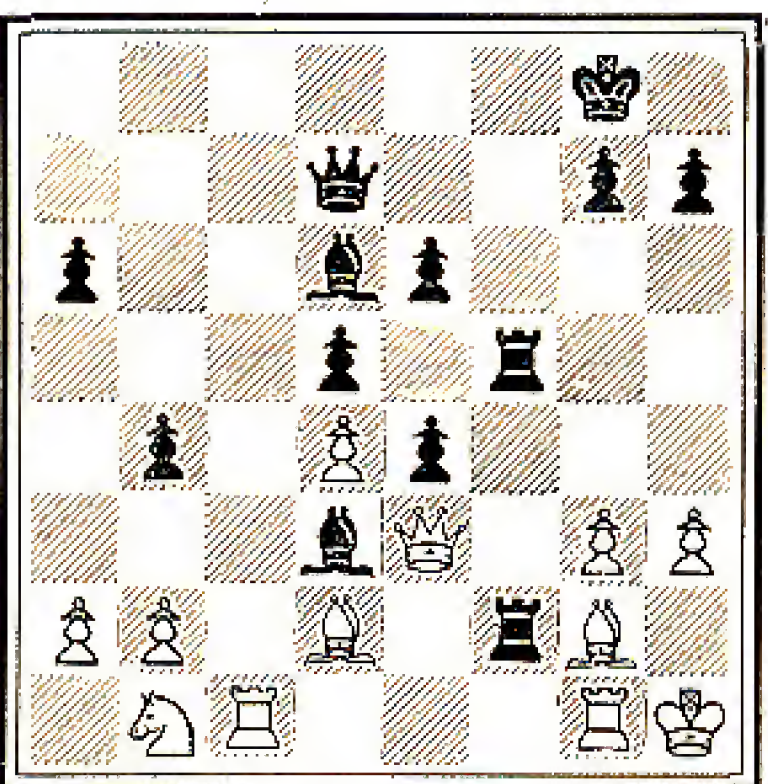
12 White takes the Knight and Black plays RxP. Black has full compensation for his Knight. As Nimzovich says: "2 Pawns and the 7th rank and an enemy Queen's wing which cannot be disentangled—all this for only one piece!"



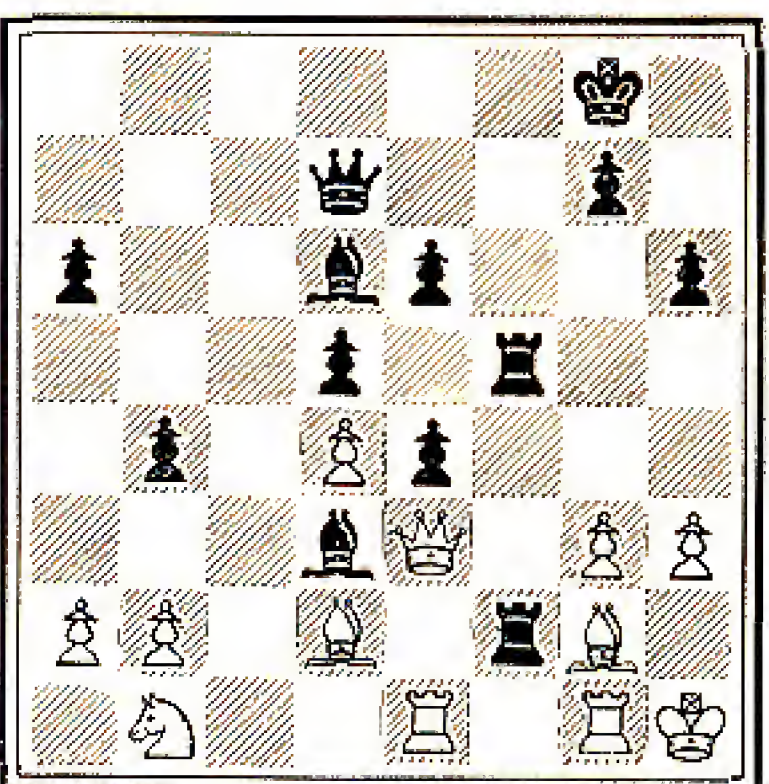
13 White is beginning to run out of moves. His Knight is stymied and his QB cannot move without loss of the Q-side Pawns. He marks time with Q-Kt5. Then Black doubles up on the KB file with QR-KB1 and the threats multiply.



14 Black is threatening to play his R(at B1) to B6 and follow up with RxP. To guard against this, White plays K-R1, unpinning his KB; whereupon Black plays R(B1)-B4 attacking the Queen. The Queen retreats to K3 and Black plays B-Q6.



15 Black's last move hemmed in the White Queen and now Black is threatening R-K7. The Queen is leading a miserable life and has nowhere to go. White defends with QR-K1 and Black plays the simple but devastating P-R3!



16 And White resigns! A wonderful illustration of zugzwang. White cannot move a single piece without immediate loss of material. If K-R2 or P-Kt4, Black can play R(B4)-B6. After White runs out of Pawn moves he must commit hara-kiri.

Winning Chess Traps

by Irving Chernev

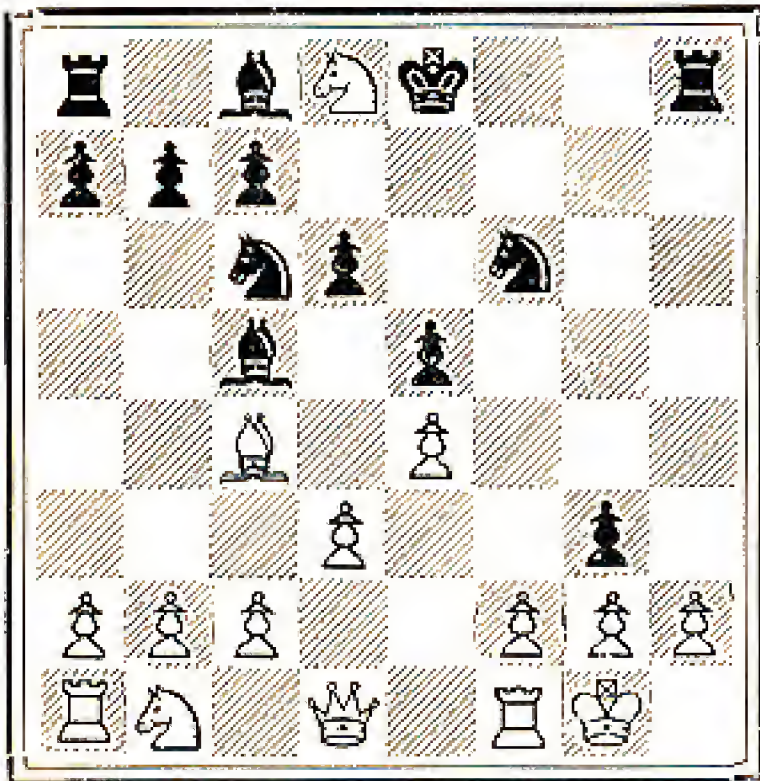
The Giuoco Piano is a "natural" opening for the beginner to adopt. In this method of starting the game he seems to be able to bring his pieces into play without apparent interference from his opponent. The traps are all the more unexpected, therefore, as everything seems to be running so smoothly. The sun is shining, the birds are singing when—boom!—he's fallen into a pitfall and it's all over.

WINNING TRAP NO. 13

This beautiful win is by Steinitz, world champion for 28 years!

YOU ARE BLACK

- | | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | B-B4 |
| 4 O-O | Kt-B3 |
| 5 P-Q3 | P-Q3 |
| 6 B-KKt5 | P-KR3 |
| 7 B-R4 | P-KKt4 |
| 8 B-KKt3 | P-KR4 |
| 9 KtxKtP | P-R5 |
| 10 KtxP | PxB! |
| 11 KtxQ | |



- | | |
|--------------|--------|
| 11 | B-KKt5 |
| 12 Q-Q2 | Kt-Q5 |
| 13 Kt-B3 | |

If 13 P-KR3, Kt-K7ch; 14 K-R1, RxPch; 15 PxR, B-B6 mate. Or if 13 BPxP, Kt-B6, dbl ch; 14 K-R1, RxP mate.

- | | |
|--------------|---------|
| 13 | Kt-B6ch |
| 14 PxKt | BxP |

Threatening 15 . . . PxRP mate.

- | | |
|--------|------------|
| 15 PxP | R-R8 mate. |
|--------|------------|

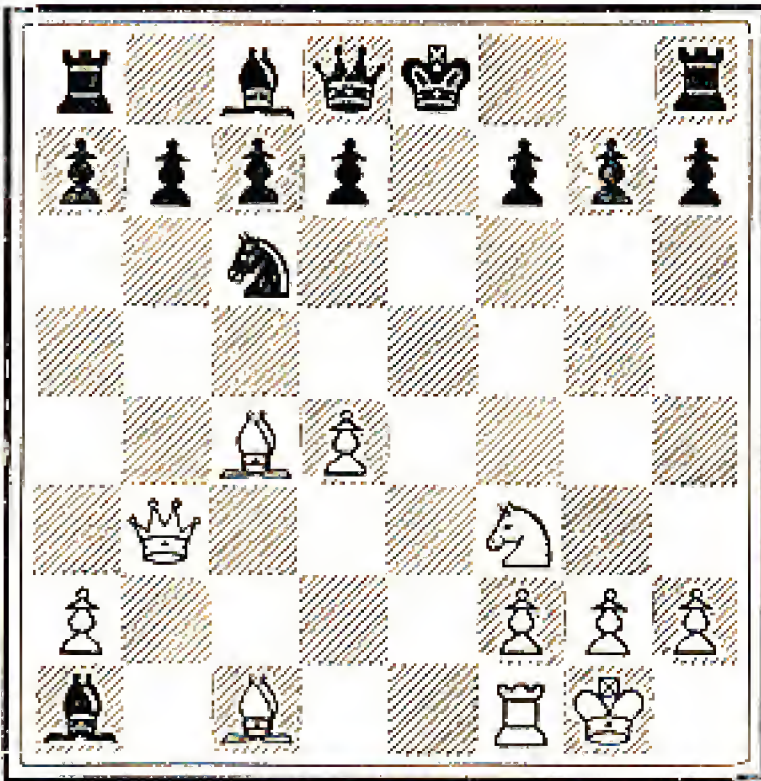
WINNING TRAP NO. 14

The Moller Attack is a brilliant offshoot of the Giuoco Piano. Amazingly enough, the clever traps in it are more than 300 years old, but catch their victims today as effectively as ever.

YOU ARE WHITE

- | | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | B-B4 |
| 4 P-B3 | Kt-B3 |
| 5 P-Q4 | PxP |

- | | |
|----------|---------|
| 6 PxP | B-Kt5ch |
| 7 Kt-B3 | KtxKP |
| 8 O-O | KtxKt |
| 9 PxKt | BxP |
| 10 Q-Kt3 | BxR? |



- | | |
|----------|------|
| 11 BxPch | K-B1 |
|----------|------|

Of course, if 11 . . . K-K2; 12 B-Kt5ch wins the Queen.

- | | |
|----------|-------|
| 12 B-Kt5 | Kt-K2 |
| 13 Kt-K5 | BxP |
| 14 B-Kt6 | P-Q4 |

To stop 15 Q-B7 mate.

- | | |
|-----------|-------|
| 15 Q-B3ch | B-B4 |
| 16 BxB | BxKt |
| 17 B-K6ch | B-B3 |
| 18 BxB | Q-Kt1 |

Black dare not take the Bishop so makes room for his King.

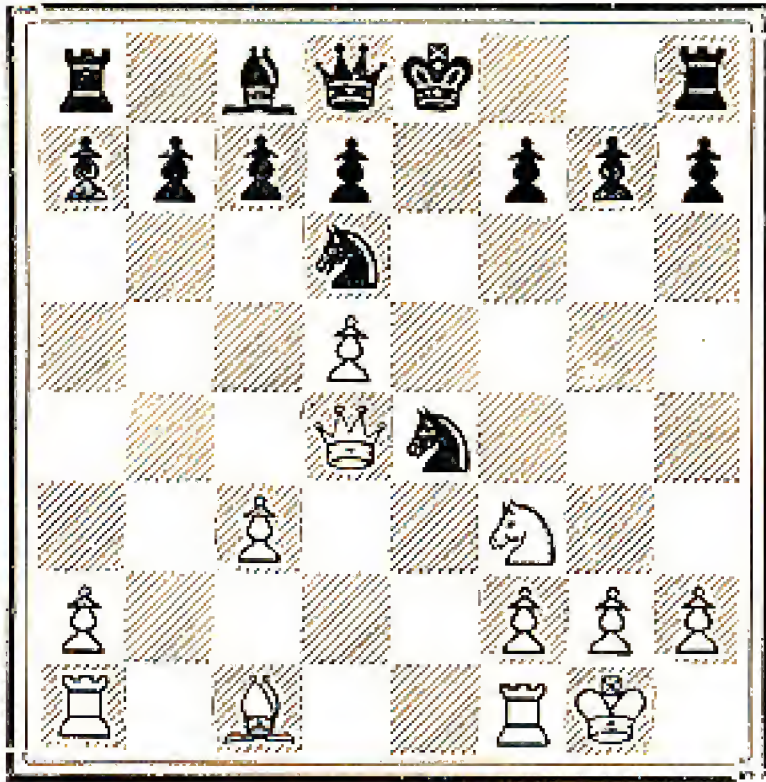
- | | |
|--------------|------|
| 19 B-Kt5ch | K-K1 |
| 20 Q-B7ch | K-Q1 |
| 21 BxKt mate | |

WINNING TRAP NO. 15

Another pretty mating idea. White is a piece behind and Queens are off the board, but he forces checkmate just the same.

YOU ARE WHITE

- | | |
|----------|-----------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | B-B4 |
| 4 P-B3 | Kt-B3 |
| 5 P-Q4 | PxP |
| 6 PxP | B-Kt5ch |
| 7 Kt-B3 | KtxKP |
| 8 O-O | BxKt |
| 9 P-Q5 | Kt-K4 |
| 10 PxB | KtxB |
| 11 Q-Q4 | Kt(B5)-Q3 |



- | | |
|------------|-------|
| 12 QxKtP | Q-B3 |
| 13 QxQ | KtxQ |
| 14 R-K1ch | K-Q1 |
| 15 B-Kt5 | Kt-K1 |
| 16 RxKtch! | KxR |

If 16 . . . RxR; 17 BxKtch, R-K2; 18 R-K1 wins the pinned Rook.

- | | |
|------------|-------|
| 17 R-K1ch! | |
|------------|-------|

Much stronger than 17 BxKt.

- | | |
|--------------|-------|
| 17 | K-B1 |
| 18 B-R6ch! | |

Again, better than BxKt.

- | | |
|--------------|-------|
| 18 | K-Kt1 |
| 19 R-K5 | |

And mates next move by 20 R-Kt5. Or, if the Knight moves, then 20 R-K8 is mate.

In the foregoing trap (No. 15) there is another variation if Black plays 14 . . . K-B1 instead of 14 . . . K-Q1. The continuation is as follows:

- | | |
|--------------|-----------|
| 14 | K-B1 |
| 15 B-R6ch | K-Kt1 |
| 16 R-K5 | Kt(B3)-K5 |

White was threatening 17 R-Kt5 mate. If 16 . . . Kt(Q3)-K5, then 17 Kt-Q2, P-Q3; 18 KtxKt, followed by mate.

- | | |
|---------|-------|
| 17 R-K1 | |
|---------|-------|

Threatening 18 R(K1)xKt.

- | | |
|--------------|-------|
| 17 | P-KB4 |
| 18 R-K7 | |

Greco, who devised this ingenious pitfall, leaves the position here, calling it a win for White. The writer discovered an amusing continuation in which White captures six pieces at one blow, as it were. Here's how it goes:

- | | |
|------------------|-------|
| 18 | P-Kt3 |
| 19 Kt-Q2 | B-Kt2 |
| 20 P-B3 | KtxKt |
| 21 R-Kt7ch | K-B1 |
| 22 RxQPdis. ch | K-Kt1 |
| 23 R-Kt7ch | K-B1 |
| 24 RxBPdis. ch | K-Kt1 |
| 25 R-Kt7ch | K-B1 |
| 26 RxB dis. ch | K-Kt1 |
| 27 R-Kt7ch | K-B1 |
| 28 RxQRPdis. ch | K-Kt1 |
| 29 RxRch | K-B2 |
| 30 RxR and wins. | |



P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

Geoffrey Mott-Smith, whose splendid problem work is well known to us, is retiring from the problem editorship of the CHESS CORRESPONDENT. Caissa's loss is the country's gain, for Geoff's services are being engaged (wisely, in my opinion) by the U. S. Government.

In Nos. 2120-2122 Geoff presents, respectively, a charming miniature; a lovely tasker (5 self-blocks by Black Pawns) which, he urges, be compared with C. W. Sheppard's No. 2082 (CHESS REVIEW, May, 1943); and a pointed Decalet, one of his entries in our recent tournament.

Simon Costikyan can ever be depended upon for original constructions, as evidenced by No. 2123. He is making a study of certain phases of the two-mover, and we pleasantly anticipate the results.

No. 2124, by Sven Almgren, is a lightweight which complements nicely our recent run of Decalets.

Nos. 2125-2126, delectable twins by W. O. Peters, are also from among our Decalet entries. Be careful! The point is to determine why Black may or may not avail himself of the right to copy White's key move.

Wing's No. 2127 contains one exceptionally fine variation, and Wimsatt's No. 2128 sports promotional defenses by Black.

Four-way play (the simultaneous opening and closing of 2 White and 2 Black lines) is handled well in Sheppard's No. 2129.

David Stoiper, in No. 2130, shows Four-way play in a block position created by a waiting, though extremely pointed key move. (In a block position there is a set mate by White, who threatens nothing, for every move by Black).

No. 2131, a bit of pleasantries, is by a British friend, Robert McWilliam. Note that the White King is adroitly placed to prevent a cook.

C. S. Kipping favors us with a very pointed 3-er, No. 2132, as does Walter Jacobs whose No. 2133 seems to exhaust his current contributions. More, please!

Annihilation

Discussion of Annihilation may well be "dedicated" to what is left of the Axis.

The Annihilation theme, discovered by the great Sam Lloyd, some 75 years ago, is a distinct 3-move idea which has found expression at the hands of numerous skilled composers. The point is for a White piece to move along a line to a square where it can be captured, the object being to clear the line. White's second move is an ambush behind the capturing Black piece, and mate follows when the Black piece vacates the line. Probably the best way to understand the idea is to realize that if it were possible, as a key-move, bodily to remove the White piece to be annihilated, that would solve.

In Nos. 2134 and 2135, the White piece delivering mate travels maximum distance for its lethal mission, while, respectively, a diagonal and vertical line are being cleared by means of annihilation. No. 2134, a dedication to F. Gamage, originally appeared in the CHESS CORRESPONDENT (Jan. 1943), but without the all important Black QP. It was cooked. No. 2135 has been set up rather impromptu. It should be possible to evolve a neater position.

Since, in the ordinary problem, the piece annihilated is, of necessity, weaker than the one which subsequently delivers mate, I do not readily see how a QUEEN can be annihilated in an orthodox problem, but Nos. 2136 and 2137 show that it can be easily accomplished in the self-mate. Just follow the same principle, and you will find the solutions to be extremely easy. (In the selfmate, White, moving first, forces Black to mate White in the stipulated number of moves.)

Finally, we have Nos. 2138 and 2139. Neither is an Annihilation problem, though each seems to have that effect. The distinction rests herein: The key piece, in Nos. 2138 and 2139, simply clears a line which must be made available for the mating piece, but it so happens that in looking for a proper square to rest its weary head, it must submit itself to capture. Nor is the bodily removal of the piece a test, as you will note in No. 2139, which, by the way, our genial Editor helped to compose.

Correction

That Arnaldo Ellerman's No. 3 (P. 258, Aug.-Sept. CHESS REVIEW) should, of all problems, be misprinted is irony indeed. It is the finest of the lot. A Black Queen muscled in at Black's K5 instead of the Black King and a White Rook was omitted from White's QR5. The complete position: White: Q on KB1; K on QKt8; R's on Q3 and QR5; B on QR8; Kt on QKt7; P's on QB7, KB5 and KKt3. Black: K on K5; Q on QKt7; R on QR5; B's on KR8 and KKt8; P on K6, Key—R-Q7!!

May Solutions

(Maximum Credit — 25 Points)

2080: Q-B6, 2081: Q-K5, 2082: B-R7, 2083: Kt-Kt5, 2084: Kt-Q7, 2085: 1 B-R6, Kt-Q1ch; 2 K-B5 etc. 1 . . . Kt-R4ch; 2 RxKt etc. 2086: 1 Kt-B3, K-Q3; 2 B-B8 etc. 1 . . . K-Q5; 2 B-B2 etc. 1 . . . K-B5; 2 B-R3 etc. 2087: 1 Kt-K8, R-B1; 2 R-B7 etc. 1 . . . R-B3; 2 Rx R etc. 1 . . . R-Q2, R-K2, R-B2, R-Kt2, R-R2; 2 R-K5, R-Q5, R-B5, R-KKt5, R-R5, respectively, etc. 2088: 1 KtxQP, any; 2 KtxKtP etc. 2089: 1 BxP, B-Kt7, B6, Q5, K4, B3; 2 B-B1, Q2, K3, B4, Kt5, respectively, etc. 1 . . . Kt-any; 2 Q-QB4 etc. 1 . . . PxB; 2 QxP etc. . . . 1 . . . P-Kt3; 2 Q-K7 etc. 1 . . . P—Kt4; 2 QxP etc. Note: 1 Q-K4 is countered by 1 . . . P-Kt3!

Solving Contest Winner

This month's winner of the solving contest is Emil Popper of Mahopac, N. Y. whose score, including solutions up to May, is 344 points. The complete list of solvers and their standings appears on Page 314.

Twenty Original Problems

All problems on these pages are published for the first time. Composers are as follows:

2120-22—Geoffrey Mott-Smith

2123—Simon Costicyn

2124—Sven Almgren

2125-26—W. O. Peters

2127—Julian T. Wing

2128—W. K. Wimsatt, Jr.

2129—C. W. Sheppard

2130—David Stolper

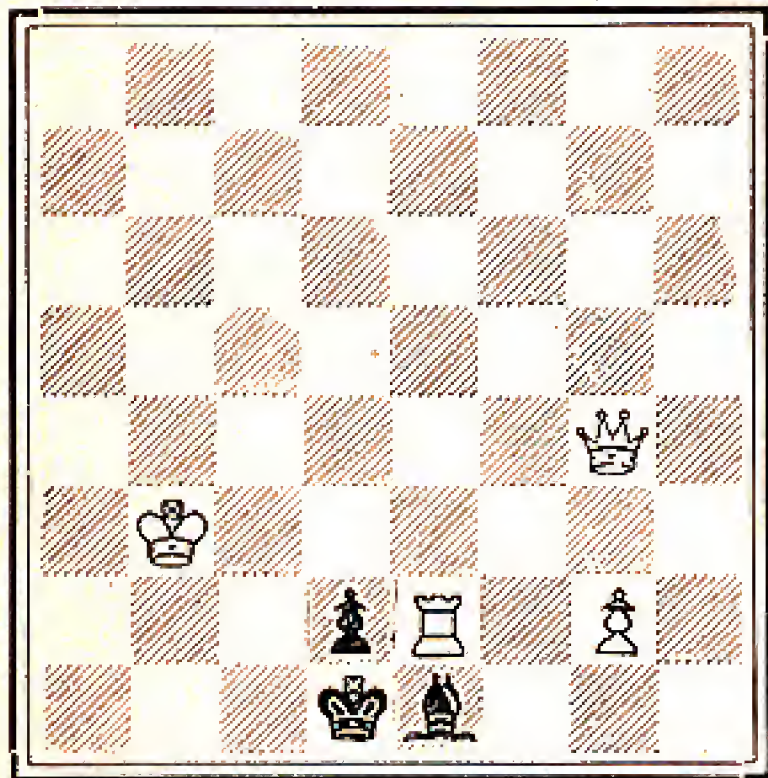
2131—Robert McWilliam

2132—C. S. Kipping

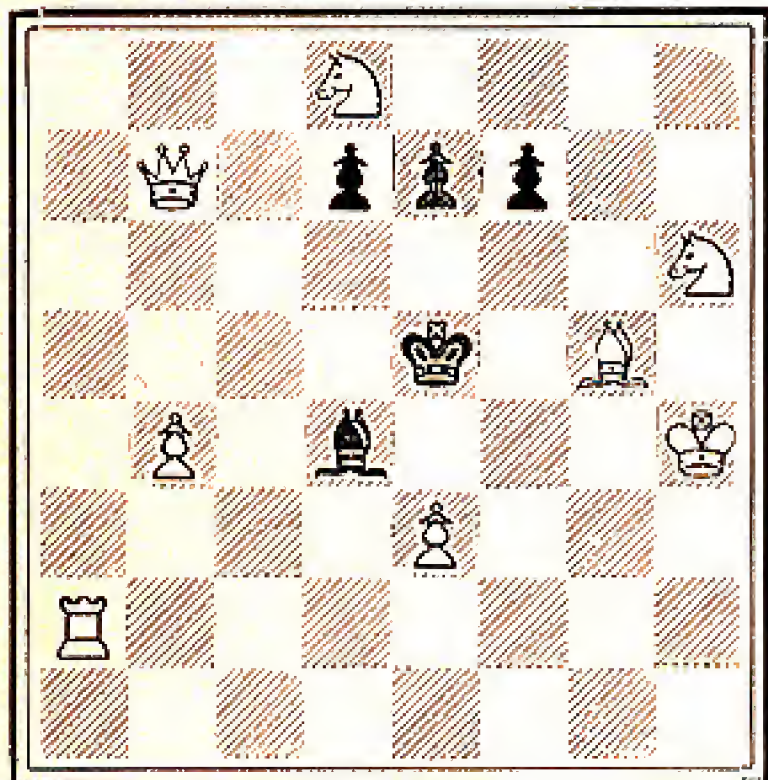
2133—Walter Jacobs

2134-2138—P. L. Rothenberg

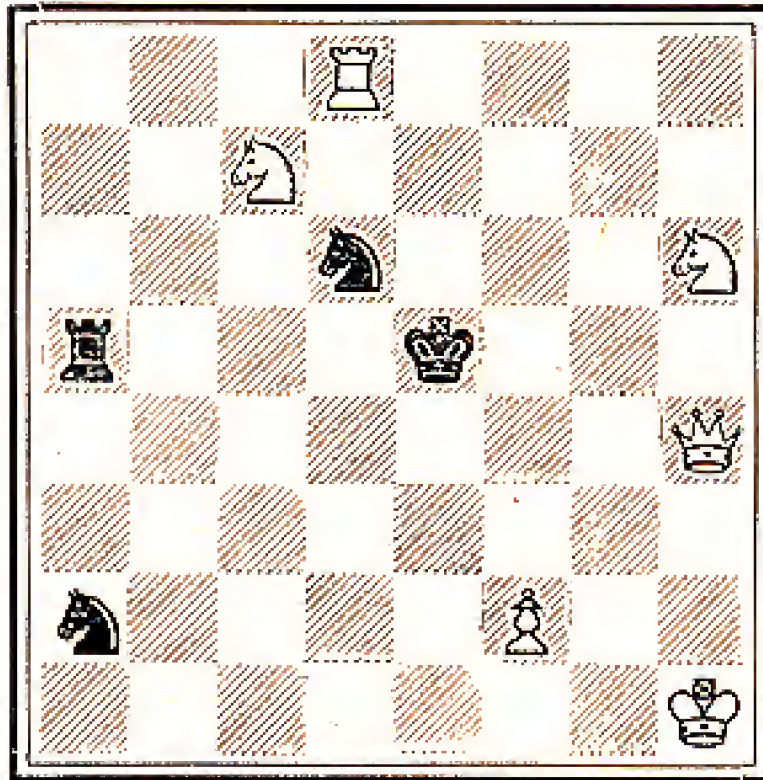
2139—L. A. Horowitz and P. L. Rothenberg



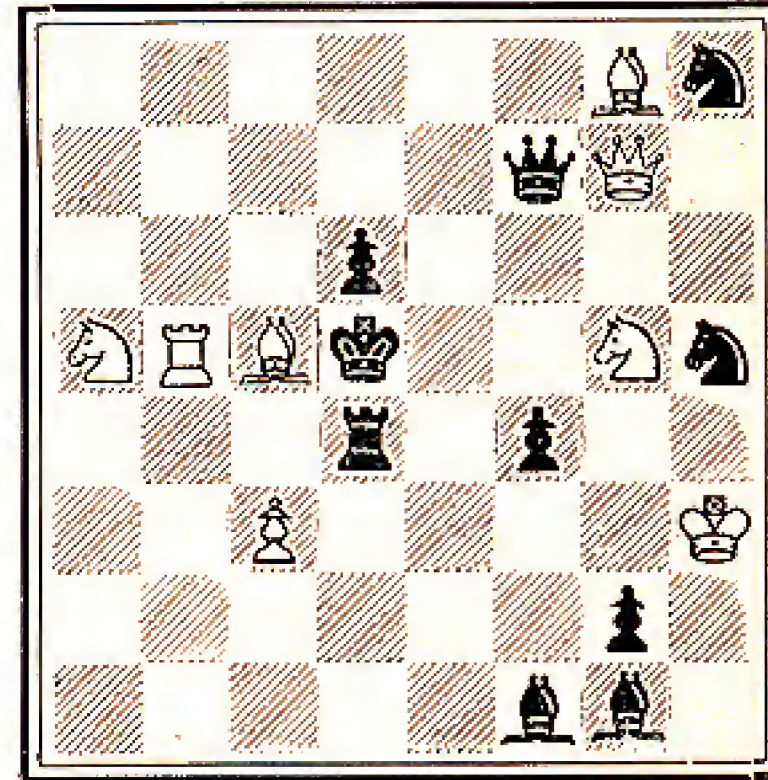
2120 White mates in 2



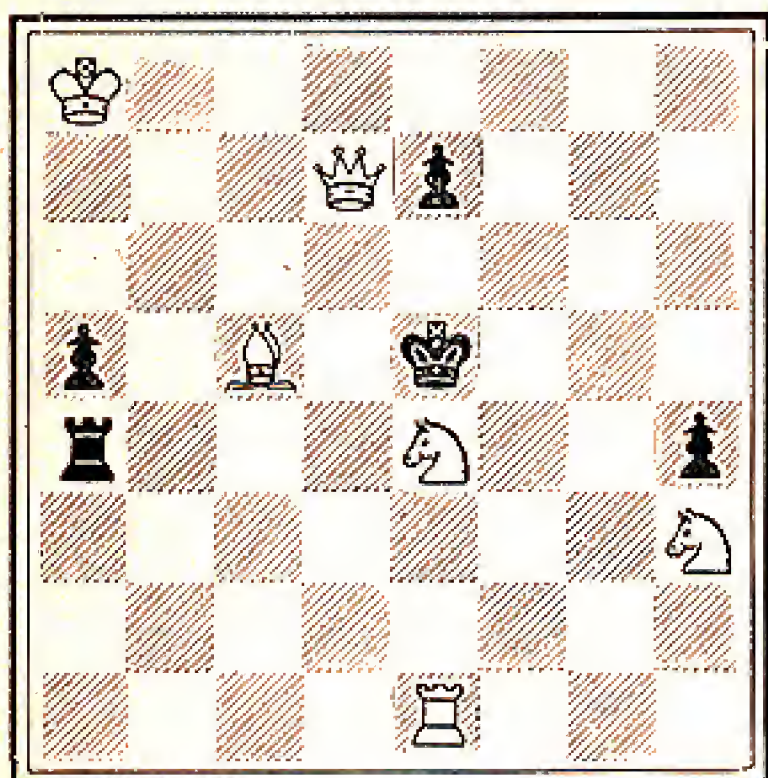
2121 White mates in 2



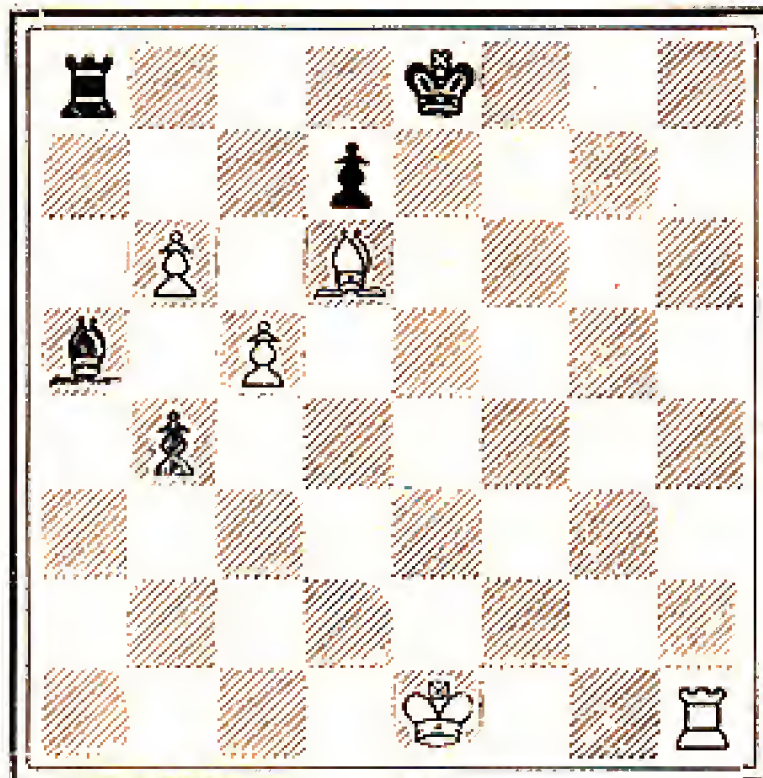
2122 White mates in 2



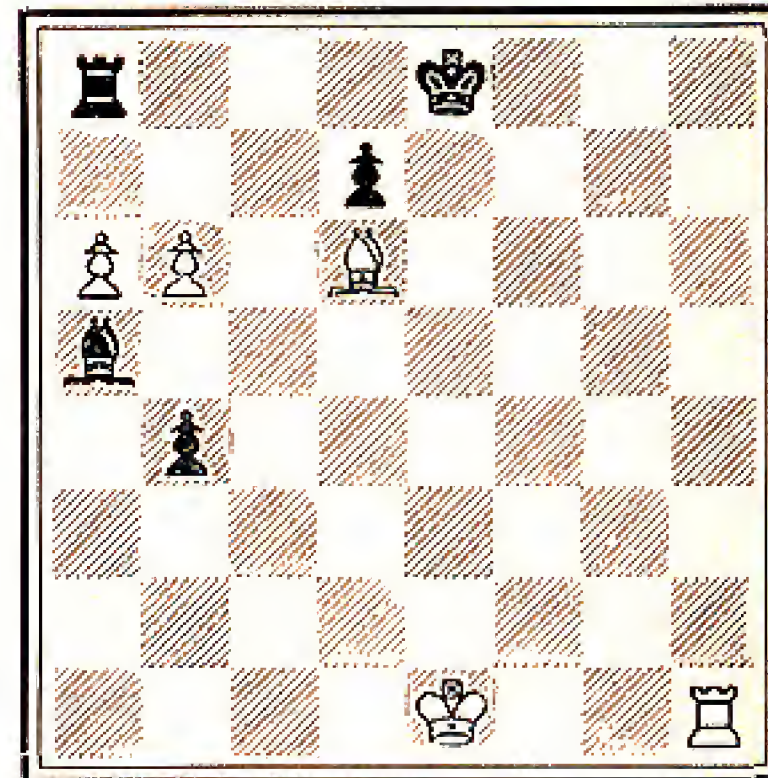
2123 White mates in 2



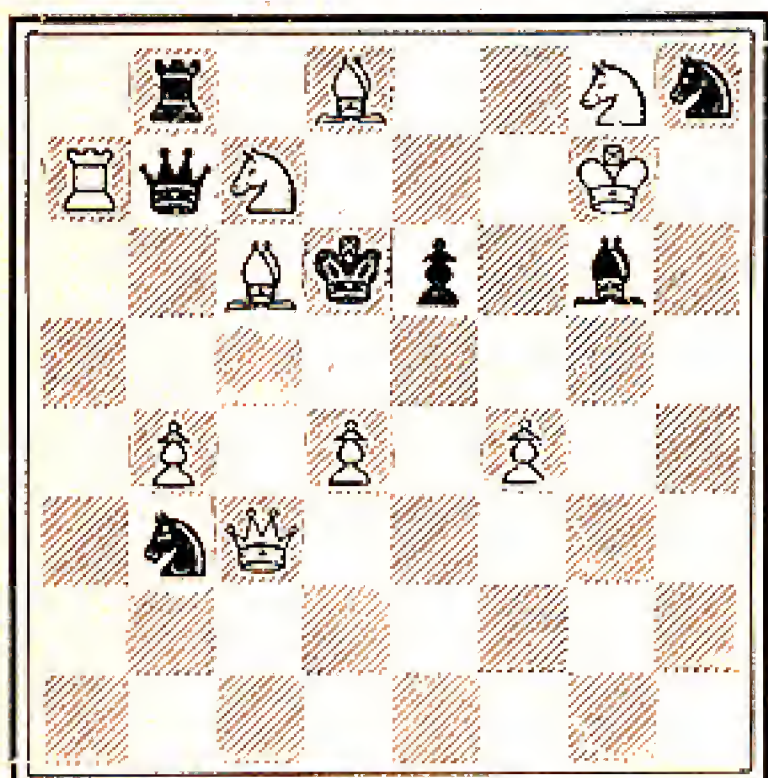
2124 White mates in 2



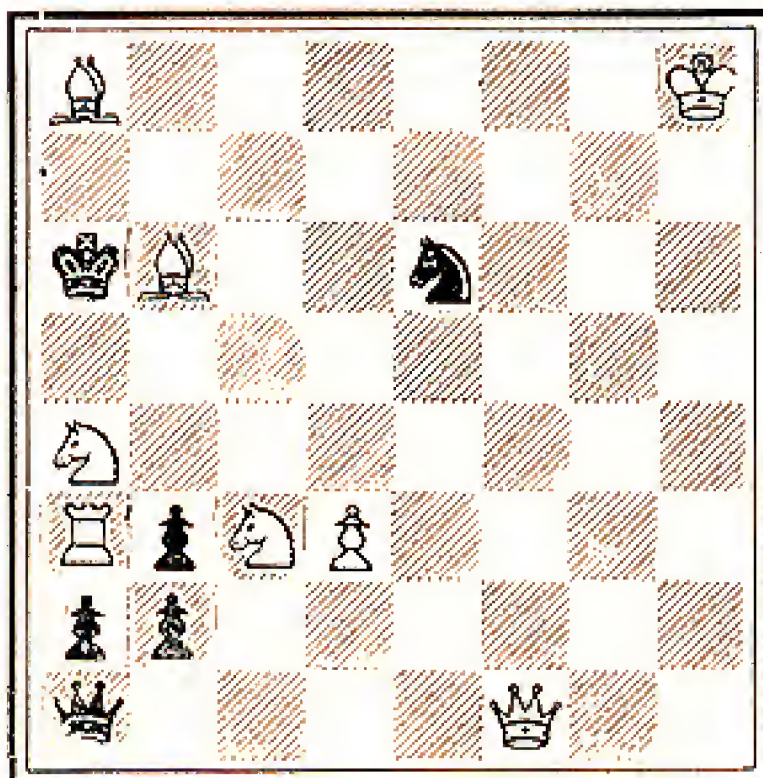
2125 White mates in 2



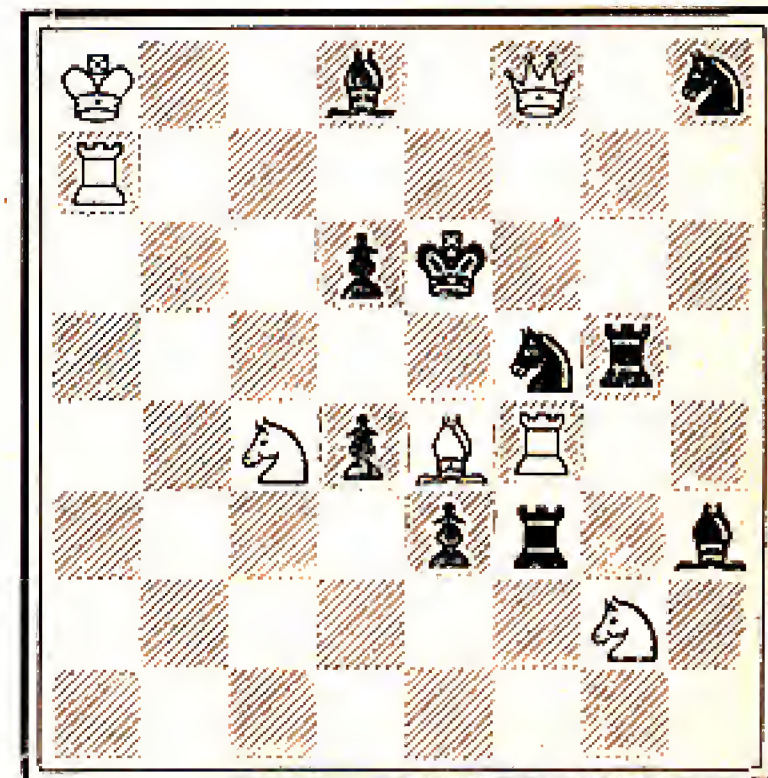
2126 White mates in 2



2127 White mates in 2



2128 White mates in 2

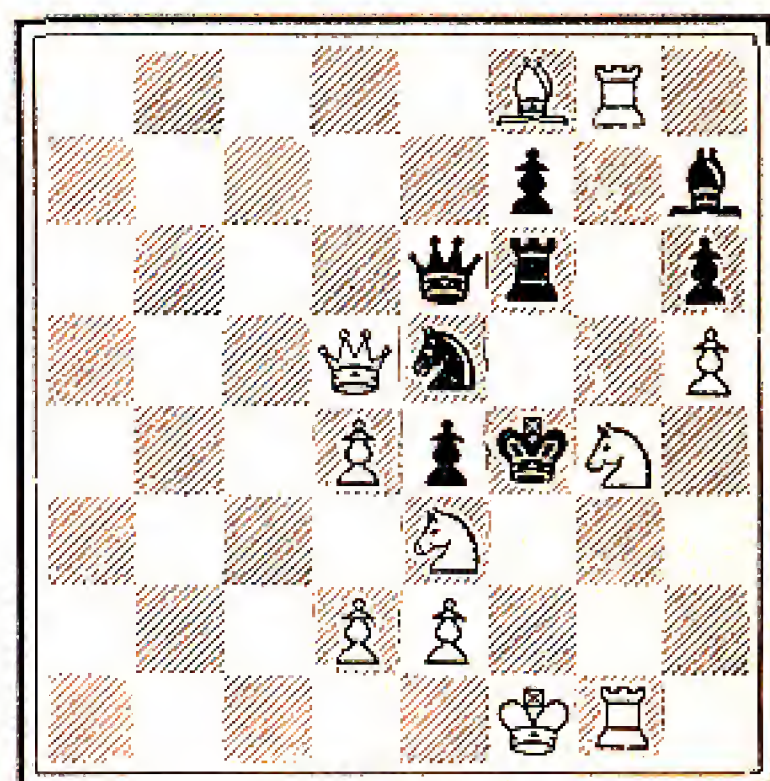


2129 White mates in 2

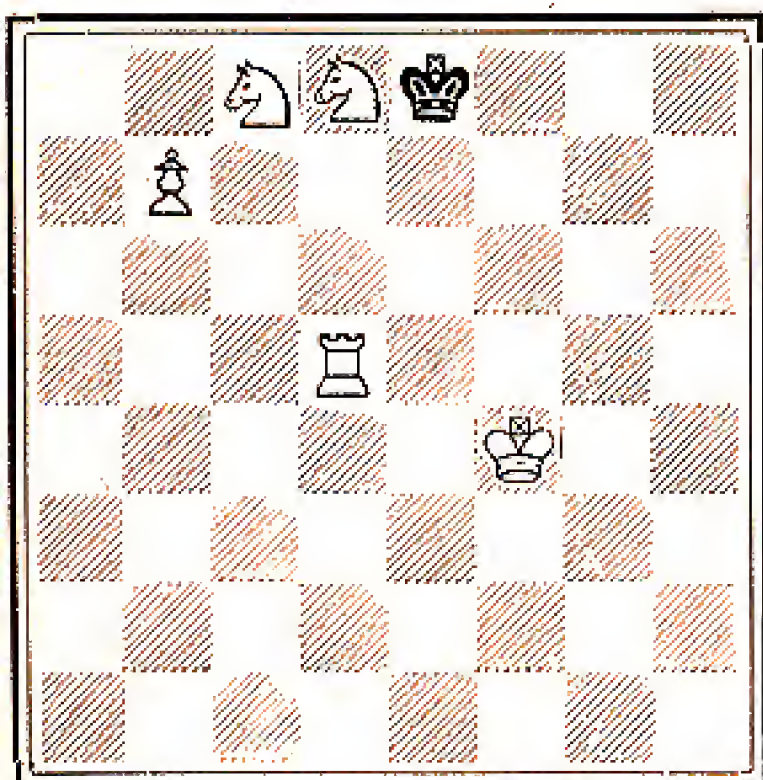
in Prize Solving Contest

Solutions to Problems 2120-2139 must be postmarked not later than DECEMBER 5, 1943. (This restriction does not apply to overseas solvers nor to men in the armed forces, unless they have early access to CHESS REVIEW as it appears.)

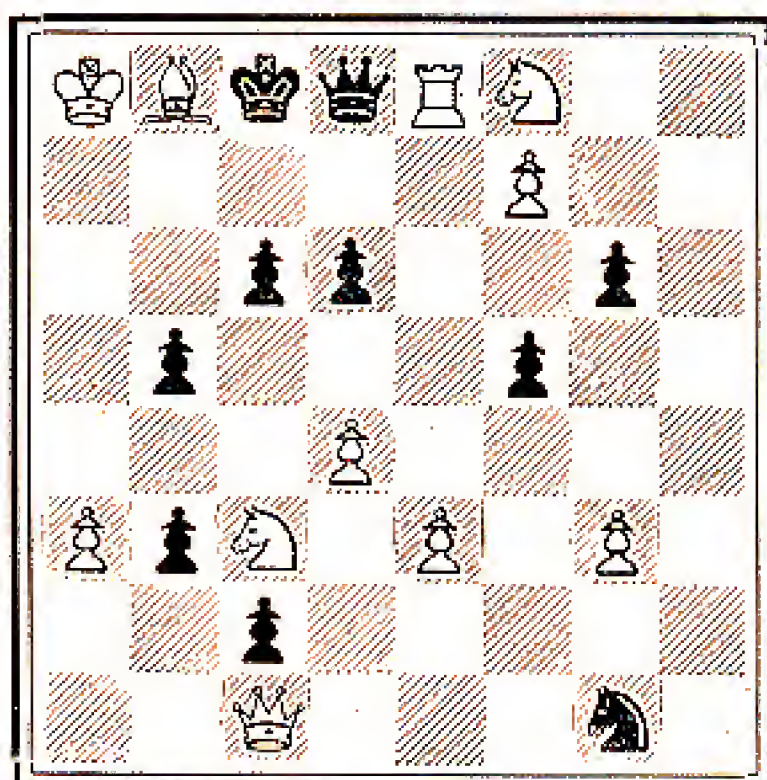
RULES OF CONTEST: You may enter this contest at any time. There is no entry fee. Each month, a half-year subscription to CHESS REVIEW (or extension of present subscription) is awarded to the contestant who heads the solvers' list. The winner's score is then cancelled and he starts anew. Duplicate prizes for tied scores. Submit solutions to Problem Editor before date specified. Key moves only are required unless it is expressly specified that variations be submitted. Point credits usually correspond to number of moves. Full credits for correct claims of "no solution" and for "cooks" (solutions other than composer's intention.) Deductions for wrong solutions.



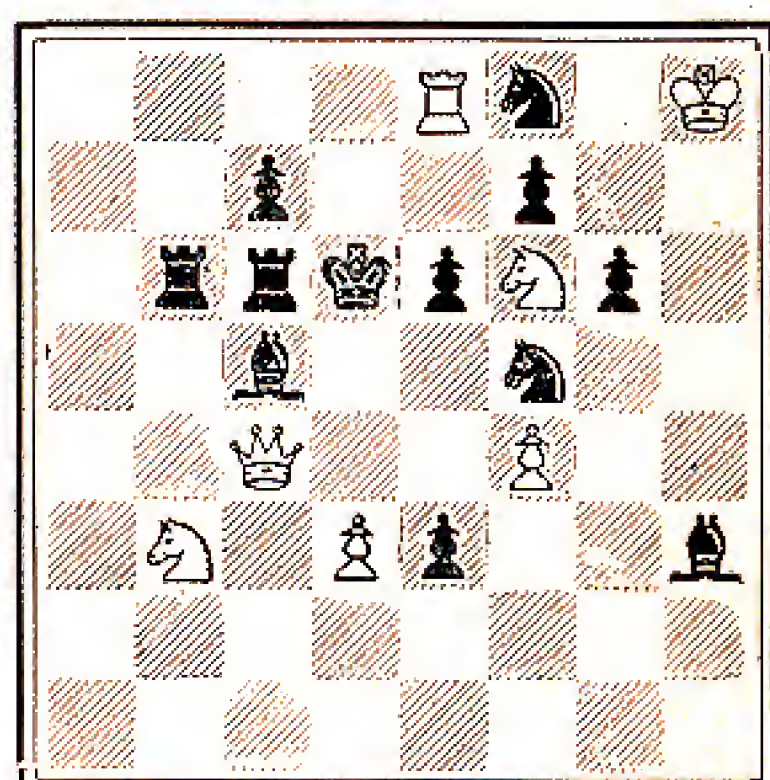
2130 White mates in 2



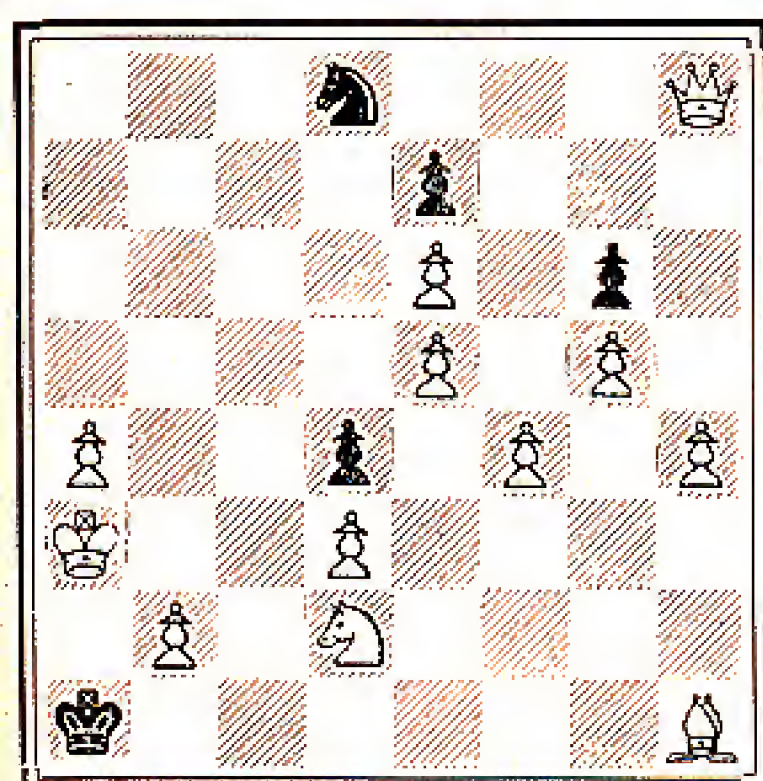
2131 White mates in 3



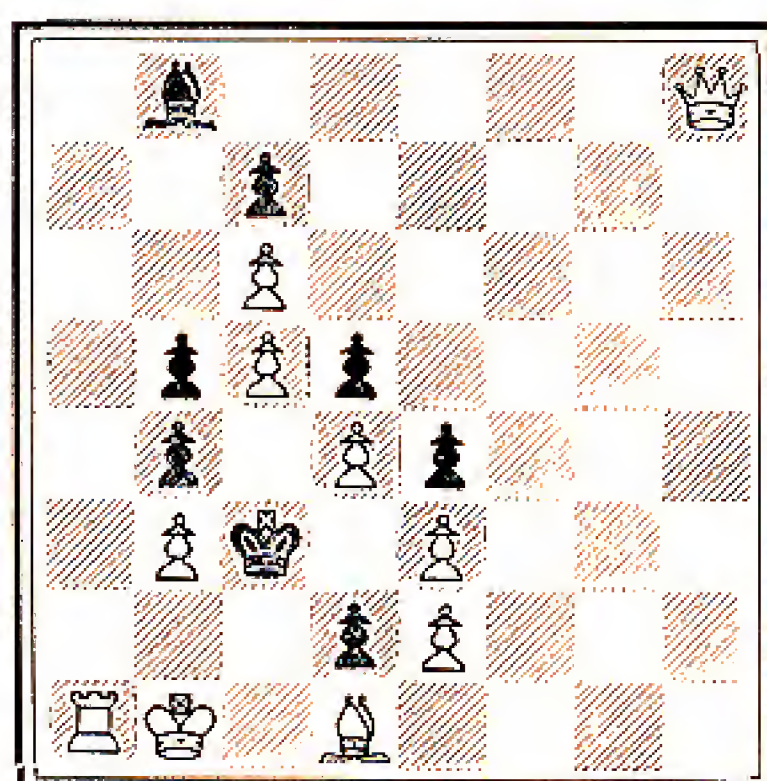
2132 White mates in 3



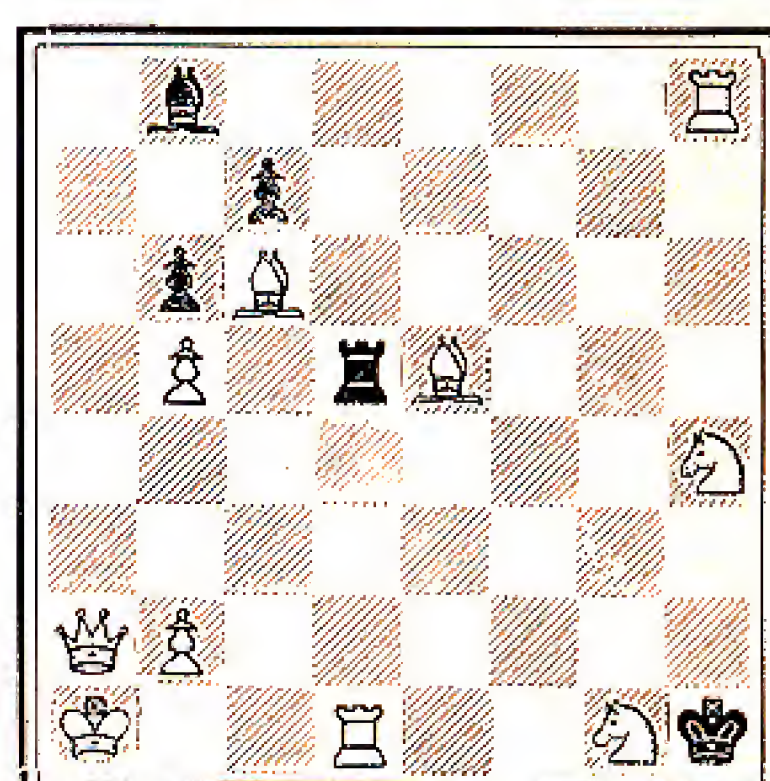
2133 White mates in 3



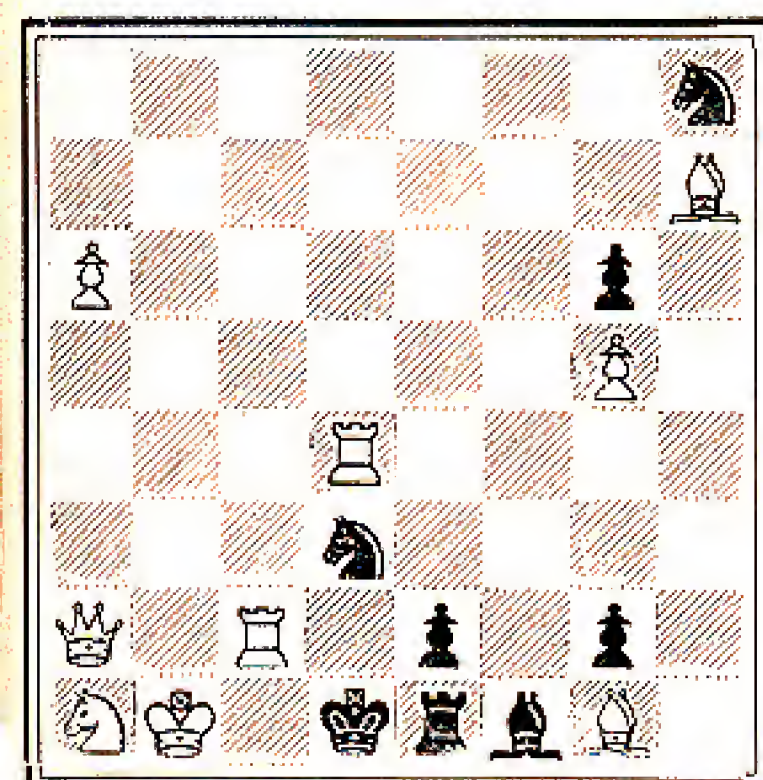
2134 White Mates in 3



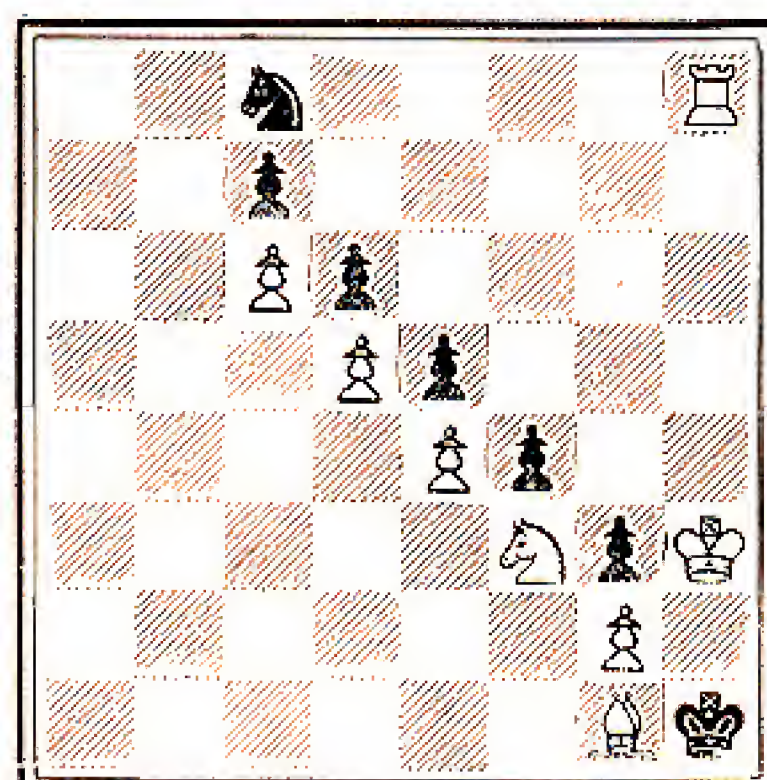
2135 White mates in 3



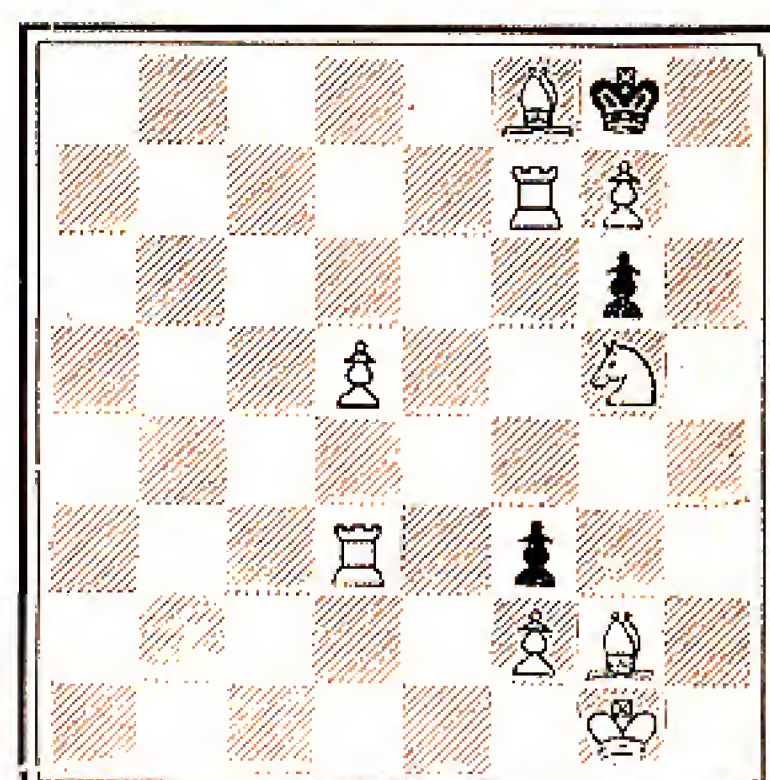
2136 White Selfmates in 4



2137 White Selfmates in 4



2138 White mates in 3



2139 White mates in 3



READERS' QUESTIONS

ANSWERED BY

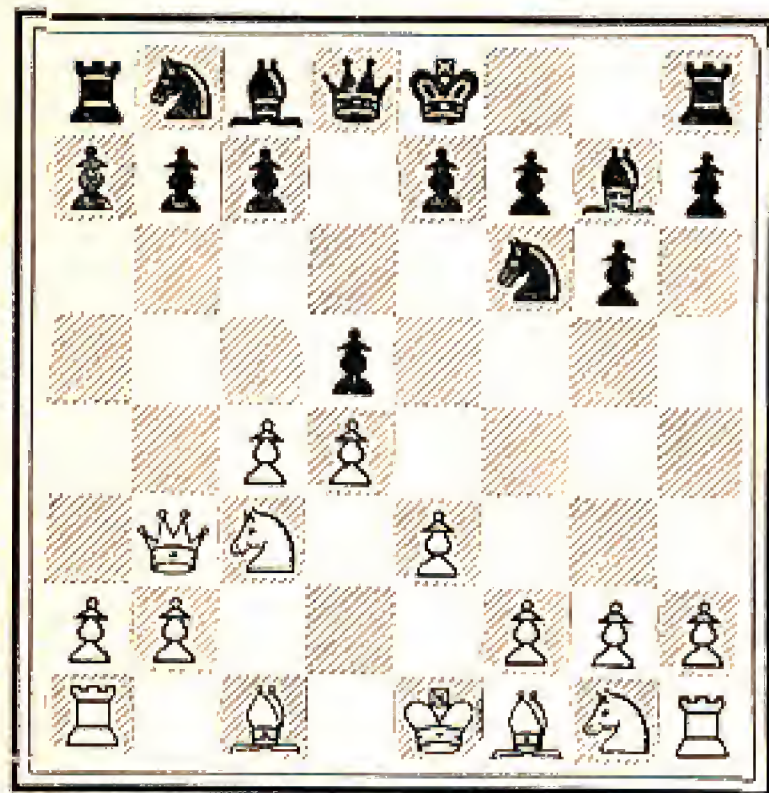
ALBERT S. PINKUS

Answers to questions of general interest are published in this department. Questions must be specific and brief. Address Questions Editor, CHESS REVIEW, 250 West 57th Street, New York 19, N. Y.

Please discuss the Schlechter variation of the Slav Defense. Botvinnik gives it as critical. He mentions several times that the possibility of transposition to the Schlechter variation prevents Black from making certain moves. I cannot find the Schlechter variation in the M.C.O. Submitted by Morton Jacobs, Kansas City.

Before tackling this question, I assume that my readers are familiar with Botvinnik's recent articles in CHESS REVIEW. (The Grunfeld Defense, April, June-July 1943.

After the moves 1 P-Q4, Kt-KB3; 2 P-QB4, P-KKt3; 3 Kt-QB3, P-Q4; 4 P-K3, B-Kt2; 5 Q-Kt3 we arrive at the position in question, as shown in the diagram below. Botvinnik now maintains that:



(1) White can always force this position if he desires.

(2) Black's position, while it has no structural weakness, is restricted.

(3) White retains the initiative. In the other variations as analyzed by Botvinnik, we see that if Black succeeds in countering with P-QB4 without loss he can arrive at equality. Therefore the struggle in this opening centers around this important freeing maneuver.

In the diagrammed position, Black cannot play 5 . . . P-B4

because of 6 PxBP, Q-R4; 7 PxP remaining a pawn ahead. Black therefore is forced to choose between the following:

(a) 5 . . . P-B3 (Schlechter Variation); (b) 5 . . . PxP; (c) 5 . . . P-K3.

(a) After 5 . . . P-B3; 6 Kt-B3, O-O; 7 B-Q2, PxP; 8 BxP, QKt-Q2; 9 O-O, Kt-Kt3; 10 B-K2, B-K3; 11 Q-B2 with the better game. In this case White has a strong center and can later either advance in the center or play the minority attack on the queen side. (i.e. advance his queen side pawns and so force some weakness in the Black game.) Another important point is that White's Rooks can be effectively posted on the QB and Q files, while the black Rooks are kept inactive. The following game, while it is not the variation in question, illustrates the minority attack quite well. Reshevsky vs Capablanca, Margate 1935: 1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-QB3, P-Q4; 4 B-Kt5, QKt-Q2; 5 PxP, PxP; 6 P-K3, B-K2; 7 B-Q3, O-O; 8 Q-B2, P-B4; 9 Kt-B3, P-B5; 10 B-B5, R-K1; 11 O-O, P-KKt3; 12 B-R3, Kt-B1; 13 BxB, Rx B; 14 BxKt, BxB; 15 P-QKt3, Q-R4; 16 P-QKt4, Q-Q1; 17 Q-R4, P-QR3; 18 P-Kt5, R-K3; 19 QR-Kt1, R-Kt1; 20 R-Kt2, B-K2; 21 PxP, RxRP; 22 Q-B2, Kt-K3; 23 KR-Kt1, R-R2; 24 P-QR4, Kt-B2; 25 Kt-K5, Q-K1; 26 P-B4, P-B3; 27 Kt-Kt4, Q-Q2; 28 P-R3, K-Kt2; 29 Kt-B2, B-R6; 30 R-R2, B-Q3; 31 KKt-Q1, P-B4; 32 Kt-Kt5, R-R4; 33 KtxKt, BxKt; 34 Kt-B3, Q-K3; 35 Q-B2, P-Kt3; 36 Q-B3, R-Q1; 37 QR-Kt2, Q-K2; 38 R-Kt4, R-Q2; 39 K-R1, B-Q1; 40 P-Kt4, PxP; 41 PxP, Q-Q3; 42 K-Kt1, B-B2; 43 K-B2, R-B2; 44 P-Kt5, B-Q1; 45 K-K2, BxP; 46 RxKtP, Q-R6; 47 K-Q2, B-K2; 48 R-Kt7, RxRP; 49 QxP, R-R4; 50 QxP, R-R4; 51 K-Q3, Q-R1; 52 Q-K6, Q-R6; 53 R-Q7, QR-KB4; 54 R-Kt3, Q-R8; 55 RxB, Q-B8sch; 56 K-Q2, Resigns.

Another interesting game containing this minority attack is Reshevsky vs Pinkus U. S. Championship 1940; 1 P-Q4, Kt-KB3; 2 P-QB4,

P-KKt3; 3 Kt-QB3, P-Q4; 4 B-B4, B-Kt2; 5 Q-Kt3, P-B3; 6 P-K3, O-O; 7 Kt-B3, PxP; 8 BxP, QKt-Q2; 9 O-O, Kt-Kt3; 10 B-K2, B-K3; 11 Q-B2, QKt-Q4; 12 B-K5, B-B4; 13 Q-Q2, R-B1; 14 KR-B1, Q-Q2; 15 P-KR3, KR-Q1; 16 KtxKt, KtxKt; 17 P-QKt4, P-B3; 18 B-Kt3, B-R3; 19 Q-Kt2, P-R3; 20 K-R2, B-K3; 21 P-QR4, B-B2; 22 Kt-K1, R-R1; 23 Kt-Q3, P-Kt3; 24 R-B2, P-K3; 25 R-Q1, B-B1; 26 P-K4, Kt-K2; 27 P-R5, QxP; 28 QxQ, RxQ; 29 PxP, P-K4; 30 KtxP, RxKtP; 31 Kt-Q7, B-Kt6; 32 R-QKt1, BxR; 33 RxR, Kt-Q4; 35 P-Kt7, Resigns.

(b) 5 . . . PxP; 6 BxP, O-O; 7 Kt-B3, P-B3 arriving at the same position as in (a). However, an interesting possibility is 7 . . . P-QB4; 8 PxP, Q-B2; and I doubt if white can hold on to his extra pawn. This idea is worth a trial as it illustrates again the importance of P-QB4 for Black.

(c) 5 . . . P-K3 offers prospects as it retains the possibility of eventually playing P-QB4.

Some variations in this line are: 5 . . . P-K3; 6 Kt-B3, O-O; 7 B-Q2, P-Kt3; 8 PxP, PxP; 9 B-K2, B-K3; 10 O-O, P-B4; with a slight advantage for White.

Or 5 to 9 as above 9 . . . B-Kt2 10 O-O, QKt-Q2; 11 KR-Q1, Q-K2; 12 QR-B1, P-B4; with a playable game, even in spite of the weak QP.

At a later date I hope to offer some further analysis on the Grunfeld and so would like to get any ideas, which my readers have to offer.

In the series LET'S PLAY CHESS, Part 4, (Page 205 of June-July CHESS REVIEW) it says: "If a Pawn succeeds in reaching the 8th rank, he immediately becomes a Queen, Rook, Knight or Bishop! The player who successfully advances a Pawn to the 8th rank immediately substitutes one of these pieces for the Pawn.

THE CHOICE OF PIECES IS UP TO THE PLAYER BUT HE MUST MAKE THE SUBSTITUTION."

However, in Gossip's Pocket Manual, on page 45 under Laws of the Game, section 10, it says, "When a pawn has reached the eighth square, the player has the option of selecting a piece, whether such piece has been previously lost or not, whose name and powers it shall then assume, OR OF DECIDING THAT IT SHALL REMAIN A PAWN."

I am at a loss as to the correct rule. Please set me straight—John M. Steadman, Honolulu.

Gossip is now out-dated. The international chess code in use for many years has eliminated this chance to contrive a stalemate by changing a Pawn into so much dead wood. LET'S PLAY CHESS correctly explains the present-day laws of the game.

With Our Postal Players

By JACK STRALEY BATTELL
Postal Chess Editor

To the great regret of CHESS REVIEW, Jack Collins has announced that he is unable to continue as Postal Editor. I know we shall all miss him, and, in taking his place, I only hope to continue Jack's fine work.

Meanwhile, the change-over has caused some confusion, the number of postal chess players has grown, and several problems have arisen. So, if some of your correspondence has not been answered as promptly as you might have liked, bear with us a little. The game scores, the ratings, the prize awards and the entries for new sections have been caught up. Many individual inquiries have been answered. The rest soon will be.

One great source of confusion and delay has become apparent in the problem of handling withdrawals. The courteous postal players have shown decency and sportsmanship by announcing withdrawals to their opponents and to CHESS REVIEW. But, in the unusual turmoil of these days, there have been many withdrawals; and unfortunately not all have been considerate.

We have weighed many factors involved in this problem. We have considered an almost overwhelming volume of appeal from postal players. And, much as we dislike changing rules, we have decided to make a final change in the rules governing withdrawals.

Hereafter, Rule 8 is amended to read:

"If a player withdraws from any section, each of his unfinished games is scored as a win for his opponent. The scores of finished games are not affected.

"When an unfinished game is scored as a win, CHESS REVIEW makes no adjustment of the players' ratings unless requested to do so by the opponent of the withdrawn player. Such a request must be accompanied by the score of the game involved and must be submitted within 30 days after the announcement of withdrawal is published in CHESS REVIEW. Consideration will be given only to games in which 20 or more moves have been completed."

Note that you need no longer send in scores of games in which your opponent has withdrawn (unless you wish an adjudication for rating.) You can make your full report on a penny postcard.

It is impossible to formulate a rule on withdrawals that will not work injustice in some instances. The present rule, however, seems to do the most possible for the players with unfinished games who continue in the section. A withdrawn player generally has no more interest in the score. The continuing player gains his point, loses nothing. If he feels he has an earned point, or half-point, in hand that would better his rating, he can appeal for adjudication.

Speaking of half-points, a draw is virtually the only adjudication possible after an early withdrawal; but often the half-point does not do justice to the player interested in winning a prize in his section. True, the game is no more than even at the time the opponent withdraws. Yet the player can well feel that he has been deprived of a fair chance at a full point. In a Victory section, the half-point may be in fact a penalty upon all the remaining players. As their final score weighs all points, preliminary, semi-final and final, the half-point forced upon them by such an adjudicated withdrawal becomes a comparative liability beside the possible full score of a player from a section unaffected by withdrawals.

So we feel this change is justified and even compulsory. We prefer to be as just as possible rather than hidebound and die-hard. Under the present rule, no point that has been fairly earned and no fair chance at earning a point can be taken from you because of anyone withdrawing.

CANADIAN ENTRIES

Owing to difficulties with war censorship, we have had to restrict postal chess entries from Canadian players. Now we find that we can accept entries from Canada, but from civilians only. We ourselves would welcome the Canadian armed forces into our chess ranks—and consider we were gaining a potent chessic ally thereby. But the censors say no. Moreover, Canadian civilians must be entered into all-civilian sections. Well, that can be arranged! What do you say, Canada?

INTRODUCING....Dr. Simon Ehrlich of Massachusetts



Dr. Ehrlich first enjoyed chess at the cafes of New York's East Side in the days when Dr. Emanuel Lasker shone there. He played for the Boston English High "by instinct" rather than knowledge, as he learned in the Chess Club of the YMCU from Arthur Sandberg, the spectacular player who became New England Champion and later—was it by chess?—Dr. Ehrlich's brother-in-law. In the Mattapan Chess Club, he came to know U. S. Champion Samuel Reshevsky, "its guiding spirit," and learned chess is not just a hobby, but a science.

To learn chess, Dr. Ehrlich says, the two most valuable aids are (1) a good chess library, (2) CHESS REVIEW. "Most chess players who take their chess seriously can become bored and this magazine keeps one's interest alive." (Not an advt.—but thank you, Dr. Ehrlich) He admires Reuben Fine's books, thinks the lucid explanations make chess a pleasure for the serious student and eliminate hours of boredom in learning chess correctly. For postal players, he writes: "The most difficult chess I have ever played is . . . chess by mail and it certainly puts a player on his metal. . . . Fellows like Greenfield, Sokol and Shaw. . . make you sweat. . . but it is good practice."

Postal Games of the Month

On this page we present two postal chess games of the month, both of which had been selected and annotated by Jack Collins. I prefer, therefore, to let Jack's notes speak for themselves. I think, however, a word on the background of the two winners will be of interest. Both Dr. M. D. Hassialis and Irving Rivise are noted experts at "rapid transit" or "lightning" chess—in which each move is made within a ten second time limit. At this rate of speed whole tournaments of as many as eighteen rounds are played in the course of two or three hours. In the games presented, these masters of lightning chess show themselves equally expert at the slower but more exhaustive postal chess.

Tournament Notes

In our Victory tournament, results are coming in nicely. The following seven players have entered a new semi-final section: Stanley Wysowski, Carl Czermak, Meyer Shapiro, Jeremy A. Coulter, Oscar H. Keiser, Dr. R. C. Slater, C. F. Devlin. Also two others have qualified and will go into the next section as soon as we have a complete seven: J. Stafford and Mrs. W. R. Fenley. Congratulations to all! and doubly so to Stanley Wysowski who has now qualified for two semi-finals!

Response is growing to both of Jack Collins' suggestions. Several players express a willingness to enter a tournament for high ranking players and even more younger players like the idea of our running sections for junior players. For the time being, there are not enough definite requests for us to form sections. Let's hear from you, postal players. If enough will assure us entries, we shall form sections and get under way.

The experts' tournament will be limited to competitors with a rating of 1150 and up, plus a few of lower ratings who expect to gain in experience. The entry fee will be \$5.00, the prizes, \$15.00 for first, \$10.00 for second and \$5.00 for third. Be sure to label your application as for entry into the Experts' Tournament.

For the juniors, we propose sections to be run under the regular rules for Class Sections, but with entries limited to players of 16 years or younger. Competitors will please apply by sending the usual application coupon for Class Sections, but be sure to mark the coupon clearly "For Junior Section" and write in both your age and date of birth.

CHESS REVIEW regrets the passing of two active and honored postal chess players, M. Goldsman of Buffalo, New York, and Alvin E. Boggis of Concord, New Hampshire. Both were well liked, as is clearly evinced by the messages of regret that their chess opponents have sent us.

Alvin died in his 17th year, shortly after entering the armed forces of our country as an apprentice seaman. Mrs. Walter R. Fenley, one of his recent postal opponents, tells us he learned to play chess at a boy scout camp when he was nine years old. His enthusiasm for the game was such that he cut his own chessmen from cardboard till he had acquired his first set. He had engaged actively in correspondence play, built a considerable chess library and, by the time he was about to be graduated from the Concord High School, had placed no lower than second in the New Hampshire State chess championship.

When you're a Rook ahead, the thing to do is to ATTACK and get the game over with as quickly as possible. Right now we're at least a Rook up on Hitler—so BACK THE ATTACK — BUY MORE WAR BONDS!

NIMZO-INDIAN DEFENCE

Dr. M. D. Hassialis.

White

1 P-Q4 Kt-KB3
2 P-QB4 P-K3

Dr. B. Paul

Black

3 Kt-QB3 B-Kt5
4 Q-B2 Kt-B3

The Zurich Variation, one of the best, if not the best, defenses for Black. It prepares P-Q3, P-K4, and B-KKt5.

5 Kt-B3 P-Q3 6 B-Q2

Sharper is 6 P-QR3, BxKtch; 7 QxB, Q-K2; 8 P-QKt4, O-O; 9 B-Kt2, R-K1; 10 P-K3, P-K4; 11 PxP KtxKP; 12 KtxKt, PxKt; 13 B-Q3, B-Q2; 14 O-O QR-Q1; 15 B-B2, and White has the better of it.

6 O-O 9 P-K3 P-K4;
7 P-QR3 BxKt 10 P-Q5 Kt-Kt1
8 BxB Q-K2 11 Kt-Q2

11 B-Q3 is stronger.

11 Kt-K1 14 B-K2 Kt-KB3
12 B-Q3 P-KB4 15 B-Q4 QKt-Q2
13 P-KR4 P-K5 16 P-B4 P-B3?

Most of Black's later difficulty can be traced to this move. P-QR4, P-QKt3, and Kt-B4 is more logical.

17 P-R5 P-KR3 26 K-B2 P-Q4
18 PxP PxP 27 KtxB QxKt
19 P-QKt4 P-B4 28 KR-Q1 K-R2
20 B-QB3 B-Kt2 29 PxQP P-B5
21 Kt-Kt3 QR-B1 30 Q-B3 KtxP
22 Q-Kt2 Kt-Kt3 31 Q-Q4 Kt-Kt3
23 Kt-R5 Kt-R5 32 QR-B1 R(3)-B3
24 BxKt RxB 33 Q-K5 Q-KB2
25 Q-Kt3 Kt-Kt3 34 P-Kt4!

A blockade buster.

34 R-B1 36 PxP Kt-Q2
35 R-Q4 Q-Kt2 37 Q-K7 Resigns

As 37 . . . R-QB2; 38 RxKt, wins a piece for White.

RUY LOPEZ

Irving Rivise

White

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-Kt5 P-QR3
4 B-R4 P-QKt4
5 B-Kt3 P-Q3

Okar Birstein

Black

6 P-B3 Kt-B3
7 O-O B-K2
8 Q-K2 Kt-QR4
9 B-B2 P-B4
10 P-Q4 KPxB

The correct move is 10 . . . Q-B2.

11 PxP P-Q4 13 Kt-Kt5 BxP
12 PxBP PxP 14 KtxKP KtxKt

Practically forced, but Black now loses a piece, regains it, and winds up with a lost position.

15 QxKtch B-K3 17 PxKt B-B3
16 P-QKt4 B-K2 18 B-R3! R-R2

Not 18 . . . BxR? 19 Q-B6ch, B-Q2; 20 R-K1ch and wins.

19 Kt-B3 R-B2 25 Q-B6 P-Kt3
20 QR-Q1 Q-B1 26 Q-Kt6 K-Kt2
21 KtxP PxKt 27 Q-Q4ch P-B3
22 B-Q3 B-K2 28 KR-K1 K-B2
23 BxPch K-B1 29 RxB RxR
24 BxBch RxB

The convincing reply to 29 . . . KxR? is 30 Q-Q5 mate.

30 B-B4 P-B4 32 R-K1 QxP
31 P-R6 R-K1 33 BxQ

White's pieces are so well placed he can conclude as he wishes. Of course 33 RxR also wins quickly.

33 RxRch 38 Q-R6 R-R8
34 B-B1 R-B8 39 K-Kt2 RxB
35 Q-Q5ch K-B1 40 QxR RxP
36 P-Kt3 R(1)-K8 41 Q-B4 R-R1
37 Q-Kt5 R-Kt8 42 Q-Q4 Resigns

Send Game Reports on Postcards

We can all save time and trouble, if postal players will report their games by postcard. Do NOT send the game score when reporting wins or draws. If you wish to have your game considered for publication under Postal Games of the Month or under Readers' Games, then send the full game score, and mark it clearly, "Submitted for publication." Otherwise send a card only, and write on it: section number, names of players, the result and the date the game was finished.

Prize Winners This Month

| Sec. | Player | Prize | Score |
|--------|-------------------|-------|-------|
| 42-S2 | W. O. Peters | 2d | 4½-1½ |
| 42-S2 | J. E. Wolf | 3d | 4 -2 |
| 42-S16 | Wilcox, Harold L. | 1st | 5½- ½ |
| | Benjamin, S. J. | 2d | 5 -1 |
| | Talmadge, Thomas | 3d | 4½-1½ |
| 42-C2 | Bowman, J. H. | 2d | 5 -1 |
| | Ruckert, H. G. | 3d | 4 -2 |
| 42-C4 | Chauvenet, L. R. | 3d | 3 -3 |

Game Reports — Results to August 24th

1941 CLASS TOURNAMENT

41-C29 Kolisch 1, Weiss 0.

1942 SECTIONAL TOURNAMENT

42-S2 Winslow 1, Sax 0; Linder 1, Sax 0; Linder ½, Wolf ½; Sax forfeits to Wolf.
42-S3 Arons forfeits to Krak.
42-S8 Allison 1, Lacey 0; Mower forfeits to Hogan.
42-S11 Choc forfeits to Ozgo.
42-S12 Russ defeats Yavorsky, de Frank and Kibbey; De Frank 1, Kibbey 0.
42-S13 Higgins 1, Uberti 0; Petell 1, May 0.
42-S14 Parkman 1, Colley 0; Hawkins forfeits to Parkman.
42-S17 Hanft wins from Duffy, Mrs. Pratt, Mitchell and de Felice.
42-S18 Allison Sr. wins from Clausen, draws Balke; Kalbach wins from Clausen and Balke.
42-S19 Thomas 1, Kaplan 0.
42-S20 Schmidt wins from Klimas, loses to Koch.
42-S21 Lieber loses to Dr. Seidler, forfeits to Steckel; Wright 1, Vosloh 0.

1942 CLASS TOURNAMENT

42-C6 Dr. McCullough ½, Klein ½.
42-C7 Yaffee wins from Hamilton and Dishaw, loses to Peters and Kibbey.
42-C17 Bonner withdraws, forfeits all outstanding games; Morrison beats McKee and Russ; Davie beats Greenspan and Kibbey; Russ 1, McKee 0.
42-C18 Nicholson 1, Dr. Shephard 0.
42-C22 Arons ½, W. Smith ½.
42-C25 Higgins 1, Cook 0; Mrs. Horowitz ½, Goodman ½.
42-C26 Yerhoff wins from Allison, Sr. and Jacoby.
42-C28 Liken defeats Gibson, ties Humphrey; Winter forfeits to Plasterer, resigns to Gibson.
42-C29 Halper withdraws, forfeits to Gelbard; Schwartz 1, Gelbard 0.
42-C31 Jungers withdraws, forfeits all games outstanding; Roach 1, Vincent 0.
42-C32 Lieber loses to Goldfeather and Brady.
42-C33 Schaeffer beats Hopkirk and Colley, ties Liken; Hopkirk 1, Colley 0.
42-C34 Buschine withdraws, forfeits all games outstanding; Steinbach beats Paul, loses to Yerhoff.
42-C35 Klimas 1, Rothman 0.
42-C36 Vosloh 1, Hildebrand 0.
42-C38 Foster withdraws, forfeits to Goodman.

1943 CLASS TOURNAMENT

43-C2 Montgomery 1, Brown 0.
43-C3 Mulligan wins from Grande, loses to Eichhorn and Humphrey, Eichhorn 1, May 0.
43-C4 Dr. Leeds withdraws, forfeits games left.
43-C5 Hewitt withdraws, forfeits to Fenstad and Campbell; Fenstad 1, Elsmann 0.
43-C6 Liken ½, Miner ½.
43-C7 Berger beats Richardson, loses to Little and Larson; Geertsma loses to Larson and Little.
43-C8 Peters ½, Talmadge ½.
43-C9 Schuette 1, Woodward 0.

Play Chess by Mail!

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- 43-C10 Nelson forfeits to Trasoff, Miles wins from Goodlatte.
- 43-C11 Hoyer beats Oakley, Henry and Sprengle.
- 43-C12 Meiden 1, Uberti 0; Quannstrom 1, Keeler 0.
- 43-C13 Hewitt forfeits to Russell, Litzel, Goodlatte and Turoff.
- 43-C14 Berry 1, Prather 0.
- 43-C15 Yavorsky 1, Beyer 0; Jindra 1, Knorr 0.
- 43-C16 Darling 1, Beyer 0; Oleson forfeits to Dolan.
- 43-C17 Haas 1, Bischoff 0.
- 43-C18 Bechman 1, Hutchinson 0; Marshall 1, Golgowski 0.
- 43-C20 Andina ½, Bischoff ½.
- 43-C21 Hartwell beats Dingman, loses to Lilling; Grimm 1, Ranseen 0; Dingman withdraws.
- 43-C23 Skoff 1, Luce 0.
- 43-C24 S. Smith loses to Addelston, beats Stevenson. Brown withdraws, forfeits all games left.
- 43-C25 Shaw withdraws, forfeits all games left.
- 43-C26 Penny, 1, Johnston 0.
- 43-C27 Van Cleve withdraws, forfeits all games left.
- 43-C29 Berg withdraws, forfeits all games left.
- 43-C36 Franke withdraws, forfeits all games left.

1943 VICTORY TOURNAMENT

- 43-V1 Eastman 1, Hankin 0; Hankin 1, Devlin 0.
- 43-V2 Lieber loses to Casey and forfeits all games outstanding; Newberry 1, Casey 0. Plasterer 1, Swiderski 0.
- 43-V3 Tallmadge 1, Buending 0; Miller 1, Warren 0.
- 43-V4 Guber beats Grande, Brown; Mitchell beats Conger; Brown and Arons forfeit to Grande.
- 43-V5 Beyer beats Zaas and Fielding.
- 43-V7 Fall wins from Peters and Vosloh.
- 43-V8 Kaman defeats Brown, Fenley, Farnum; draws Coulter (adjudication); Coulter defeats Brown, Farnum; Farnum 1, Fenley 0; Brown withdraws, forfeit to Little; **Correction:** Owen and Brown forfeit to Fenley.
- 43-V9 Rozsa and Linder win from Allison, Sr.; Hall ½, Brady ½.
- 43-V11 Hartwell 1, Dr. Shephard 0.
- 43-V12 Pearsall wins from Dishaw and Southard.
- 43-V13 Van Cleve withdraws, forfeits all games; Brown forfeits to Carr, Zust and Akers; Steckel beats Carr, loses to Dayton and Akers; Shapiro 1, Akers 0.
- 43-V14 Upham ties Oakes, loses to Leigh.
- 43-V15 Liken beats Yaffee and Schick; Hoyer ties Marchand, beats Yaffee; Marchand wins from Schick.
- 43-V16 Martin wins from Colley, ties Liken.
- 43-V17 Borker beats Boggis, Moore; Boggis deceased.
- 43-V18 Slater beats Belz; Borker ties Benjamin.
- 43-V21 Macaleer beats Feldman, Evans; Adjudications: Marcus ½, Evans ½; Feldman 1, Evans 0.
- 43-V22 Mrs. Miller withdraws, forfeits games left; Finnigan 1, Van Patten 0; Colley 0, Van Patten 1.
- 43-V23 Wood forfeits to Ehrlich and Quereau; Ehrlich wins from Quereau.
- 43-V24 Fuller 1, Holding 0; Sandrin 1, Gotham 0; Quannstrom 1, Sandrin 0.
- 43-V25 Keiser ties Hatch, beats Thomas, Flaherty; Hatch defeats Volkers.
- 43-V26 Hoy 1, Schooler 0.
- 43-V28 Biedel loses to Bebb and Michalsen.
- 43-V29 Echeverria beats Wright, Delapierre, Grzyb.
- 43-V30 Rosenberger 1, Pelouze 0; Potter 1, Monk 0.
- 43-V31 Neal, Elisman, Lowy and Naviski defeat Roche; Elisman 1, Lowy 0.
- 43-V32 Berg 1, Sandrin 0; Bolliger 1, Brewer 0.
- 43-V33 Oeder loses to Kolisch, wins from Lowy; Lowy defeats Wallace.
- 43-V34 Wagner defeats Nyman and McCoy.
- 43-V35 Capillon defeats Bushnell.
- 43-V36 McCarthy beats Frediskov, Nieder, loses to Korvick; Gallucio ½, Frediskov ½; Nieder 1, Korvick 0.
- 43-V37 Hutchinson 1, Finkelstein 0; Stafford beats Hutchinson, Bushnell, Tulenko, Chauvenet.
- 43-V38 Lee forfeits to Key and Salgado; Russ 1, Lee 0.
- 43-V39 Fair 1, Baker 0.
- 43-V40 Rosenberg beats Marshall, Bushnell, loses to Byrne, ties Stride; Stride defeats Marshall, Weibel; Weibel 1; Bushnell 0.
- 43-V41 Scarborough loses to Calmel and Davis, forfeits to Kern; Elchhorn 1, Calmel 0.
- 43-V43 Goldman deceased.
- 43-V44 Wright 1, Hoehn 0.
- 43-V45 Goldman deceased, Badner 1, Eisenbarth 0.
- 43-V46 Lowens 1, Evans 0.
- 43-V47 Scott 1, Frediskov 0; Grande beats Mrs. Lyman and Frediskov; Lieber withdraws, forfeits all games.
- 43-V50 Marcelli 1, Oxley 0.
- 43-V101 Semi Finals: Brown withdraws, forfeits all.

CHALLENGE MATCHES

Lt. Paul vs. Chauvenet, 1-0.
Chauvenet vs. Hogen, 1-0.
Grande vs. Lieber, 2-0, and Lieber forfeits remaining games; Final score: Grande 6, Lieber 0. (Adj. for rating purposes gave Grande one win, two draws and one loss.)

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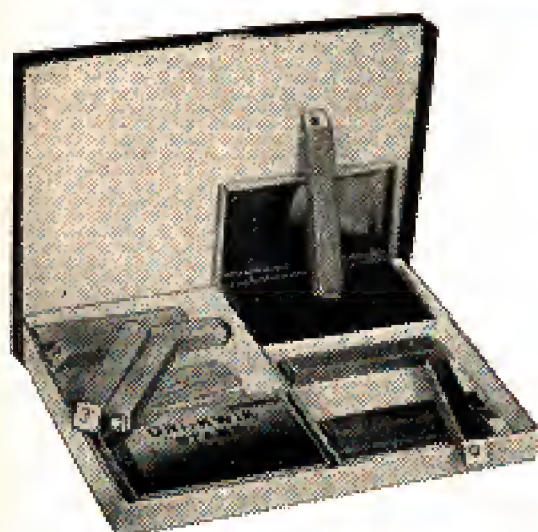
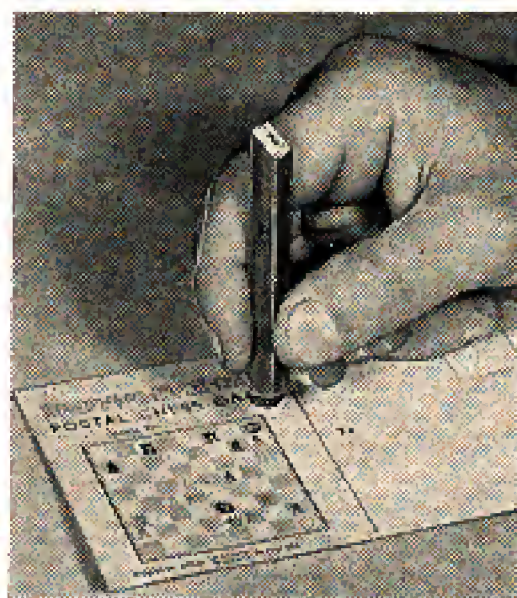
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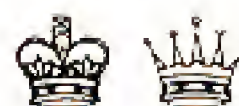
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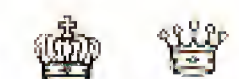
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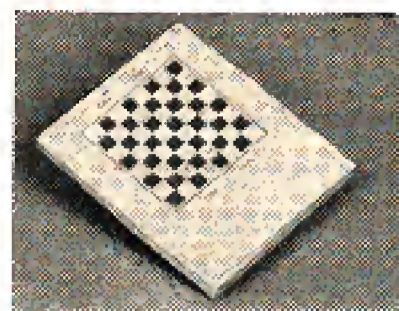
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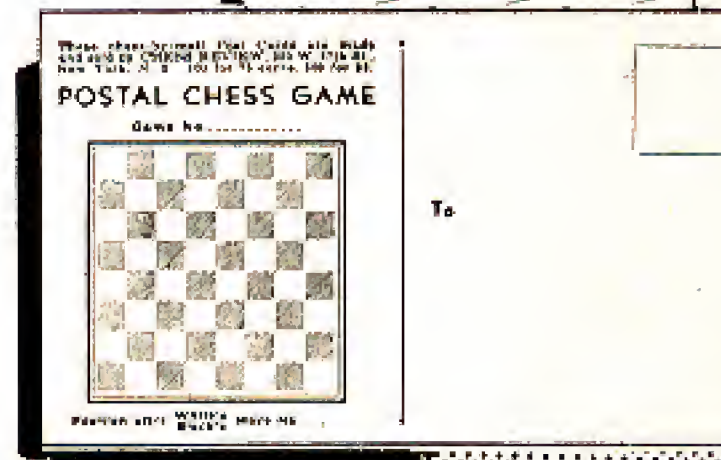
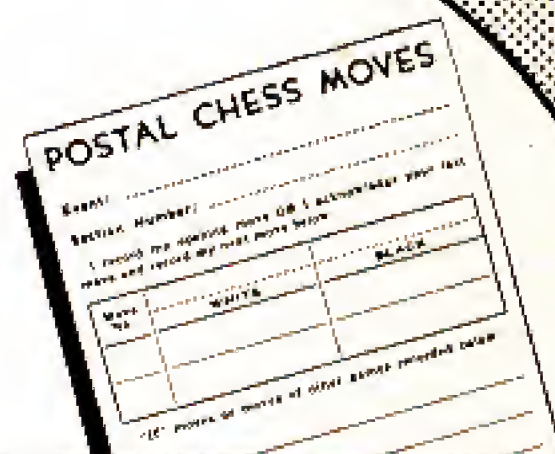
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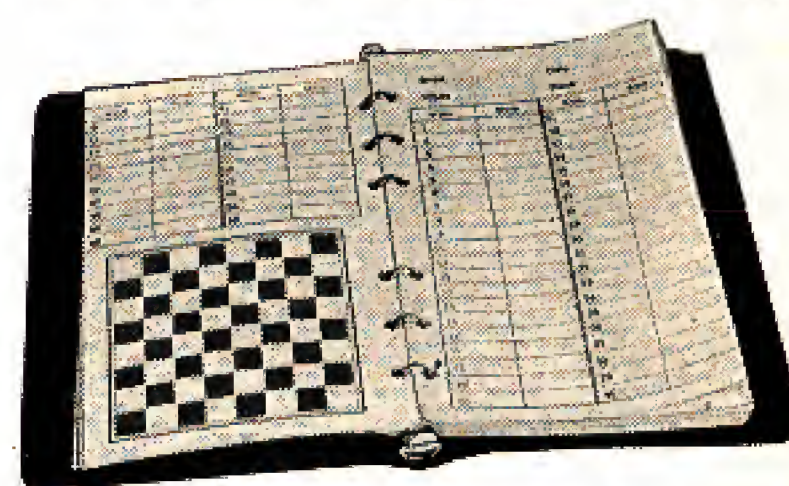
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Changes in Postal Ratings

Numbers after players' names indicate new ratings based on results of games reported between July 20th and August 24th. No changes in unlisted names.

CLASS A

| | |
|----------------------|------|
| Benjamin, S. | 1340 |
| Borker, L. | 1400 |
| Dayton, E. | 1346 |
| Kolisch, R. | 1228 |
| McCarthy, F. S. | 1204 |
| Shapiro, M. | 1228 |
| Smith, W. | 1318 |
| Yerhoff, F. | 1280 |

CLASS B

| | |
|-------------------------|------|
| Andina, P. | 1020 |
| Arons, G. | 1160 |
| Badner, C. | 1048 |
| Bebb, F. K. | 1126 |
| Bischoff, J. E. | 1104 |
| Capillon, E. A. | 1034 |
| Chauvenet, L. | 1034 |
| Coulter, J. A. | 1008 |
| Eastman, P. R. | 1078 |
| Echeverria, R. | 1200 |
| Ehrlich, Dr. S. | 1062 |
| Eichhorn, J. | 1076 |
| Elsman, J. | 1040 |
| Fair, M. | 1036 |
| Farnum, S. | 1084 |
| Fenley, Mrs. W. | 1162 |
| Fenstead, T. | 1052 |
| Fetell, M. | 1148 |
| Finnigan, J. | 1022 |
| Fuller, Maj. | 1032 |
| Goldfeather, H. | 1024 |
| Haas, Capt. | 1068 |
| Hall, R. C. | 1066 |
| Hanft, M. | 1132 |
| Hankin, S. J. | 1154 |
| Hatch, D. B. | 1018 |
| Higgins, L. R. | 1006 |
| Hogan, Dr. J. G. | 1120 |
| Horowitz, Mrs. E. | 1112 |
| Hoy, J. O. | 1140 |
| Hoyer, T. | 1124 |
| Jacobs, M. | 1092 |
| Kalbach, J. C. | 1142 |
| Kaman, Dr. H. | 1058 |
| Kaplan, B. | 1076 |
| Klimas, F. J. | 1038 |
| Keiser, O. H. | 1120 |
| Klein, B. | 1060 |
| Krebill, H. J. | 1000 |
| Leigh, A. J. | 1024 |
| Liken, J. | 1064 |
| Linder, A. | 1148 |
| Little, J. J. | 1014 |
| Lowens, I. | 1122 |
| Marchand, E. W. | 1132 |
| Meiden, Lt. W. | 1096 |
| Montgomery, R. M. | 1056 |
| Morrison, G. L. | 1044 |
| Neal, F. A. | 1126 |
| Nicholson, W. | 1124 |
| Nieder, D. | 1158 |
| Oakes, G. B. | 1098 |
| Peters, W. J. | 1090 |
| Peters, W. O. | 1088 |
| Potter, R. B. | 1186 |
| Quanstrom, Dr. V. | 1158 |
| Roach, A. C. | 1006 |
| Rosenberg, B. | 1018 |
| Rosenberger, D. A. | 1140 |
| Rozsa, T. | 1018 |
| Russ, N. | 1178 |
| Sandrin, Albert | 1078 |
| Sandrin, Angelo | 1066 |
| Schaeffer, F. G. | 1092 |
| Schwartz, Dr. | 1094 |
| Scott, K. | 1030 |
| Slater, Dr. R. C. | 1166 |
| Stafford, J. | 1052 |
| Steckel, W. H. | 1150 |
| Steinback, H. | 1080 |
| Stevenson, M. | 1056 |
| Stride, E. | 1084 |
| Van Patten | 1030 |
| Wagner, W. | 1160 |
| Wallace, W. J. L. | 1092 |
| Wright, C. F. | 1018 |

CLASS C

| | |
|--------------------|-----|
| Addleston, A. | 990 |
| Akers, S. | 944 |
| Baker, J. A. | 814 |
| Balke, J. E. | 982 |
| Beckman, F. | 946 |
| Belz, M. | 830 |
| Berry, A. L. | 946 |

| | |
|---------------------------|-----|
| Beyer, J. H. | 988 |
| Brady, J. | 918 |
| Brown, J. H. | 948 |
| Brown, M. | 970 |
| Brown, R. L. | 862 |
| Bolliger, H. J. | 824 |
| Bushnell, A. W. | 850 |
| Byrne, R. | 914 |
| Calmel, L. R. | 838 |
| Carr, W. T. | 862 |
| Casey, J. J. | 886 |
| Clausen, R. H. | 804 |
| Colley, W. L. | 934 |
| Cook, W. N. | 886 |
| Darling, A. | 936 |
| Davie, J. E. | 992 |
| Davis, Lt. Com. | 892 |
| Devlin, C. F. | 838 |
| Dingman, H. | 806 |
| Duffy, F. | 818 |
| Eisenbarth, W. | 870 |
| Fall, H. H. | 994 |
| Feldman, H. | 830 |
| Fenley, C. M. | 958 |
| Flaherty, H. E. | 898 |
| Galluccio, S. | 848 |
| Gelbard, M. | 984 |
| Goodman, H. | 924 |
| Gotham, R. E. | 876 |
| Grande, R. D. | 824 |
| Grimm, R. C. | 900 |
| Greenspan | 890 |
| Grzyb, M. | 834 |
| Guber, S. | 968 |
| Hartwell, T. | 840 |
| Henry, L. M. | 820 |
| Hildebrand, J. W. | 934 |
| Hoehn, A. | 940 |
| Hopkirk, D. R. | 900 |
| Humphrey, A. B. | 958 |
| Hutchinson, W. W. | 822 |
| Jacoby, T. C. | 982 |
| Jindra, E. | 810 |
| Johnston, Col. T. J. | 800 |
| Keeler, H. G. | 988 |
| Koch, R. E. | 914 |
| Korvich, J. E. | 906 |
| Larson, C. M. | 912 |
| Lee, R. J. | 838 |
| Lilling, W. | 850 |
| Lowy, Capt. B. H. | 740 |
| Luce, W. H. | 800 |
| Lyman, Mrs. H. | 842 |
| Macaleer, W. | 976 |
| Marcelli, N. | 932 |
| May, Alfred C. | 862 |
| McCoy, R. | 830 |
| McCullough, F. V. | 894 |
| Michalsen, H. | 898 |
| Miles, M. | 820 |
| Miller, Lt. C. D. | 902 |
| Miner, H. | 886 |
| Mitchell, N. W. | 896 |
| Monk, J. C. | 964 |
| Moore, S. W. | 850 |
| Mulligan, J. B. | 810 |
| Newberry, N. F. | 944 |
| Nyman, W. A. | 960 |
| Oakley, H. N. | 966 |
| Oeder, Dr. A. H. | 964 |
| Oxley, J. W. | 936 |
| Parkman, M. F. | 860 |
| Paul, Lt. B. | 972 |
| Pearsall, A. G. | 936 |
| Penouze, F. | 960 |
| Penney, W. | 900 |
| Plasterer, R. N. | 858 |
| Pothier, W. V. | 804 |
| Quereau, F. W. | 848 |
| Ranseen, R. H. | 800 |
| Rothman, A. | 942 |
| Sax, Kurt | 824 |
| Schmidt, E. | 966 |
| Schooler, R. | 960 |
| Shephard, Dr. H. | 946 |
| Skoff, F. J. | 900 |
| Smith, Stuart | 888 |
| Southard, H. A. | 804 |
| Tallmadge, W. H. | 934 |
| Thomas, G. S. | 916 |
| Tulenko, J. G. | 816 |
| Upham, R. | 884 |
| Vincent, J. P. | 924 |
| Volbers, H. | 802 |
| Warren, J. C. | 914 |
| Weibel, F. J. | 994 |
| Weiss, A. | 978 |
| Winslow, B. C. | 882 |

CLASS D

| | |
|-------------------------|-----|
| Berger, G. | 794 |
| Beyer, E. | 726 |
| Biedel, F. | 776 |
| Brewer, J. A. | 798 |
| Buending, N. A. | 722 |
| Colley, J. P. | 770 |
| Conger, A. W. | 788 |
| De Felice, J. | 784 |
| De Frank, Capt. J. | 738 |
| Dishaw, O. W. | 708 |
| Evans, H. D. | 786 |
| Fielding, R. B. | 742 |
| Finkelstein, N. | 792 |
| Fredeskov, P. | 730 |
| Geertsma, R. | 758 |
| Gibson, M. E. | 772 |
| Golgowski, H. W. | 750 |
| Goodlatte, R. R. | 776 |

| | |
|---------------------------|-----|
| Hamilton, L. B. | 544 |
| Holding, J. H. | 788 |
| Kibbey, G. S. | 798 |
| Knorr, A. M. | 746 |
| Lieber, E. | 616 |
| Marshall, Sgt. S. C. | 776 |
| McKee, R. J. | 756 |
| Platt, Mrs. M. | 768 |
| Richardson, R. J. | 698 |
| Roche, G. | 748 |
| Scarborough, R. C. | 732 |
| Schick, Rev. W. F. | 750 |
| Schuette, C. S. | 664 |
| Sprengle, P. H. | 792 |
| Swiderski, Lt. P. J. | 744 |
| Uberti, J. | 762 |
| Vosloh, M. F. | 754 |
| Woodward, R. C. | 774 |
| Yaffee, L. L. | 788 |
| Zaas, L. | 700 |

New Postal Players This Month

New players are issued approximate ratings, eventually find their own level. These new players start as follows: **Class A** at 1202: Cadet Clarence J. Moore, Tom O'Neill; **Class B** at 1100: Earl Amdon, E. R. Blackwood, A. Fookson, Arthur R. Hemm, Clarence Holden, Jr., Carl M. Lunde, Billy Moses, Pfc. Orville W. Nichols, Jr., Ensign D. A. Quarles, Jr., M. A. Yznaga; **Class C** at 900: Rodney J. Arkley, Roger Arnebergh, Rev. J. L. Barrett, William Betz, Harry A. Blackmun, Easley Blackwood, Jr., John R. Bovko, Glenn Buckendorf, James Chinn, William Robt. Davison, Aubrey Drew, Martin F. Duffy, Alexander Dwyer, John E. Ertel, Sydney Fertel, Lt. R. H. Given, Robt. H. Griffith, Lt. Richard T. Hallock, Hugh Hart, Brian M. Heald, F. W. Lichtensteiger, Thomas Li Puma, Daniel MacGrady, M. D. Meador, Marshall Miles, L. J. Miller, Lt. John S. Nicholas, D. M. Nutall, P. Palazzo, William R. Ringer, Arnold Sadler, Ed. J. Schmitt, Earl Shrader, Adolph Stern, Eugene E. Turner, Dr. S. M. Vine, Don Ward, Jane Miller Watell; and **Class D** at 700 (but watch them climb!): Andrew L. Schorr, Lt. Ralph Pomerance, John B. Howard, Victor J. Sutkaytis, Paul Kaulhausen.

Problem Solvers' Standings

May winner is E. Popper of Mahopac, N. Y. with a score of 314 points. Heartiest congratulations. Standings: Abrams (194); Akers (99); Aks (79); Allen (54); Allmeroth (101); Almgren (327); Baldwinson (135); Bamberger (47); Bennett (131); Berg (12); Beyer (11); Bischoff (65); Bock (72); Borowski (103); Brown (22); Bundick (26); Burstein (277); Buser (119); Calkins (15); Chapman (48); Chauvenet (63); Currie (139); Czermak (103); Daly (291); Dana (89); Dankoler (77); DeBlasio (314); Dittmer (84); Doman (145); Drake (48); Elliott (25); Elsman (159); Emery (25); Ernest (87); Fink, A. J. (213); Fink, A. (214); Fisher (17); Friauf (93); Froelich (44); Galluccio (181); Geertsma (38); Gonzalez (31); Goodman (26); Greenfield (141); Grimm (35); Haley (23); Halliwell (245); Hanft (182); Hannak (145); Hargreaves (90); Hays & Stolper (300); Hearn (24); Heldt (25); Hiser (129); Holladay (209); Hoover (15); Jackson (125); Jacobson (93); Jenkins (113); Karpel (136); Katz (130); Kilgore (72); Kipping (236); Korpanty (211); Kramer (61); Ladner (169); Lasell (73); Lourie (48); Ludlow (257); Lundberg (21); Lundgren (36); Lynch (88); McCarter (84); Marcus (191); Martin (40); Millard (85); Mondros (16); Mulligan (163); Ninburg (15); Noble (164); Oakley (117); Olesen (132); Oppenheimer (44); Peters (276); Plowman (64); Popper (344); Rauch (88); Rehfuß (48); Renn (48); Richter (200); Rivise (48); Robin (5); Rosen (59); Rosenberger (150); Rudholm (92); Russell (81); Ryder (235); Sadler (25); Sans Souci (24); Schick (20); Schmidt, J. (68); Schmidt, R. A. (48); Schroeder (303); Schwartz (63); Seavey (13); Seeley (105); Seidman (318); Sheftel (303); Shelinsky (68); Sherman (41); Siltzer (35); Silvert (20); Sommer (25); Spiegel, Dr. M. (12); Spiegel, S. (330); Steinmeyer (115); Stridy (23); Sutherland (18); Swart (216); Thomas (87); Thompson D. (48); Thompson, H. F. (64); Tump (51); Webb (8); Weiner (319); Weiss (99); Westerman (11); Weizmann (129); Wells (19); Winkelman (23); Winnberg (264); Wise (90); Zielinski (72). Solvers previously listed whose names do not appear have been placed on the inactive list.



READERS' GAMES

Reviewed by
I. A. HOROWITZ

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The game below was played in the Trans-Canada Correspondence Tournament. It illustrates the effective results of keen perception plus technique.

RUY LOPEZ

F. Yerhoff
Regina
Sask. Canada

D. M. LeDain
Montreal
P. Q. Canada

White

Black

1 P-K4
2 Kt-KB3
3 B-Kt5
4 B-R4
5 O-O

P-K4
Kt-QB3
P-QR3
Kt-B3
KtxP

One of the oldest active defenses to the Ruy Lopez. It has recently experienced a revival, mainly due to its aggressive nature. Black obtains a free, open game at the expense of some security of position.

6 P-Q4
7 B-Kt3
8 PxP
9 P-B3

P-QKt4
P-Q4
B-K3
....

With the immediate object of creating a retreat for his Bishop in the event of ... Kt-B4, and holding forth promise for the future when Kt-Q4 may be feasible.

9 B-QB4

The most enterprising post for the Bishop; but it is questionable, in view of Black's weakness of his Q4, whether to expand or consolidate with the more usual ... B-K2.

10 Q-Q3
11 QKt-Q2

O-O
P-B4

To avoid exchanges (except when accumulating worthwhile advantages) is a good principle to follow when on the offensive. To play 11 ... KtxKt would aid White's plan of simplifying without ridding Black of the structural weakness of his Queen-side.

12 PxP ep

Were it at all plausible, White would have preferred to maintain his protected passed Pawn at K5. But in that case the position would become fixed, instead of elastic, and no promising continuation suggests itself.

12 KtxP(3)

The "book" move and generally the best one! Yet, to blindly rely and follow lines of play in Modern Chess Openings just because they are pre-digested, is no way to create beauty and contribute to theory. It would be interesting to see the experiment 12 ... KtxP(7); 13 RxKt. BxRch; 14 KxB, QxP. True, White maintains material plus—a Bishop and Knight for a Rook and Pawn. But Black is far ahead in development, and his chances of a successful attack are by no means over. This line looks no worse than the position to which Black is reduced after the text move.

13 Kt-Kt5 B-B2

13 ... B-B1 or 13 ... B-Kt5 would be met by 14 QKt-K4 with telling effect: 14 ... KtxKt; 15 QxKt! wins.

14 KtxB RxKt

Now, the least that can be said in White's favor is that he has gained a Bishop for a Knight, which masters consider a minute advantage.

15 Kt-B3 Q-Q3
16 B-Kt5

Sheer audacity — the recommended move is 16 Kt-Kt5, when 16 ... R-Q2 supposedly equalizes. The text move, which brings a new piece into the fray, is at least as good as any.

16 R-Q2

Why? Because it is the correct move after the "book" move of 16 Kt-Kt5. But doesn't it make any difference to the defender that White has varied? Or hadn't he noticed? Now his King-side Pawn structure is demolished.

17 BxKt PxB
18 QR-Q1 QR-Q1
19 Kt-R4

The first step in the exploitation of Black's unsound Pawn formation. The Knight is headed for B5, from where it will be difficult to dislodge.

19 Q-B5

20 Q-R3

Threatening 21 Q-K6ch!

20 Kt-K2
21 R-Q3

Leading to a series of extraordinary problem-like moves.

21 K-R1
22 B-B2

Completing the battery, which will unmask with devastating effect.

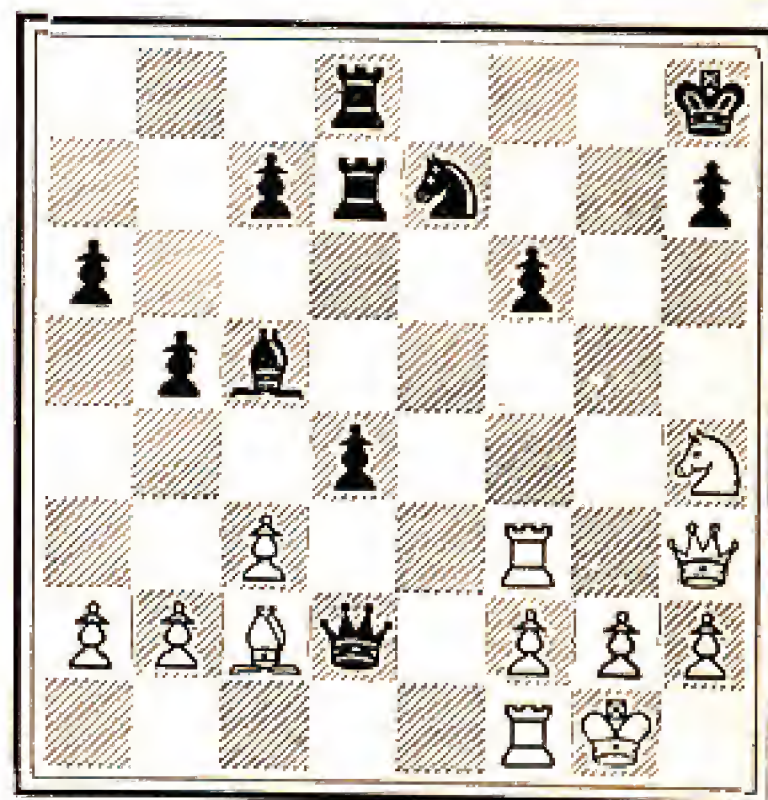
22 P-Q5

The only chance. There is little to be done.

23 R-B3

Ready—aim—

23 Q-Q7



Fire!

24 BxP PxB

If 24 ... KxB; 25 RxP (among others) and there is no defense.

25 Kt-B5

Not 25 R-Kt3, QxPch and White is mated!

25 Kt-B3
26 Kt-K7!

Clearing the Bishop diagonal, and shutting off adverse interference.

26 RxKt
27 B-B5ch K-Kt2

27 ... K-Kt1 is no better: 28 R-Kt3ch, R-Kt2; 29 Q-R7ch mates shortly.

28 Q-R7ch

28 R-Kt3ch is effective: it would appear that White is attempting "to paint the lily."

28 K-B1
29 Q-R8ch K-B2
30 B-Kt6ch K-K3

Forced. Otherwise Q or RxPch mates rapidly.

31 QxPch K-Q4

Again forced. 31 K-Q2; 32 B-B5ch, K-K1; 33 Q-R8ch, etc.

32 B-B7ch RxB
33 QxR(7)ch K-K5
34 Q-B5ch K-Q5
35 R-B4ch Resigns

The merit of an occasional gambit in over-the-board play cannot be questioned. The element of surprise, the clock ruthlessly registering time in a critical position, the "devil-may-care" attitude of the player — these make the venture worthwhile. But to play a gambit in postal chess, as in the following game, is another story.

DANISH GAMBIT

| | |
|------------|-------------|
| J. H. Keys | A. Yavorsky |
| White | Black |
| 1 P-K4 | P-K4 |
| 2 P-Q4 | PxP |
| 3 P-QB3 | P-Q4 |

Nipping the true "Danish" in the bud. After 3 PxP; 4 B-QB4, PxP; 5 BxP the possibilities are so vast that no positive appraisal may be offered. Veteran Grandmaster Frank J. Marshall experienced great success with this variation on transcontinental exhibition tours, covering a score of years.

4 KPxP QxP
5 PxP

Both sides now enjoy a good measure of freedom for their forces. While White is saddled with an isolated QP, he controls important central squares (K5 and B5), and still retains the initiative of the move.

5 Kt-QB3
6 Kt-KB3 B-Kt5
7 B-K2

Trap. If 7 BxKt; 8 BxB, QxQP; 9 BxKtch, and Black's Queen goes by the wayside.

7 O-O-O
8 Kt-B3 Q-KR4

If 8 B-Kt5; 9 O-O and Black will be compelled to move his Queen, or play BxQKt, consolidating the Pawns (and parting with a B for a Kt).

9 B-K3 B-Q3

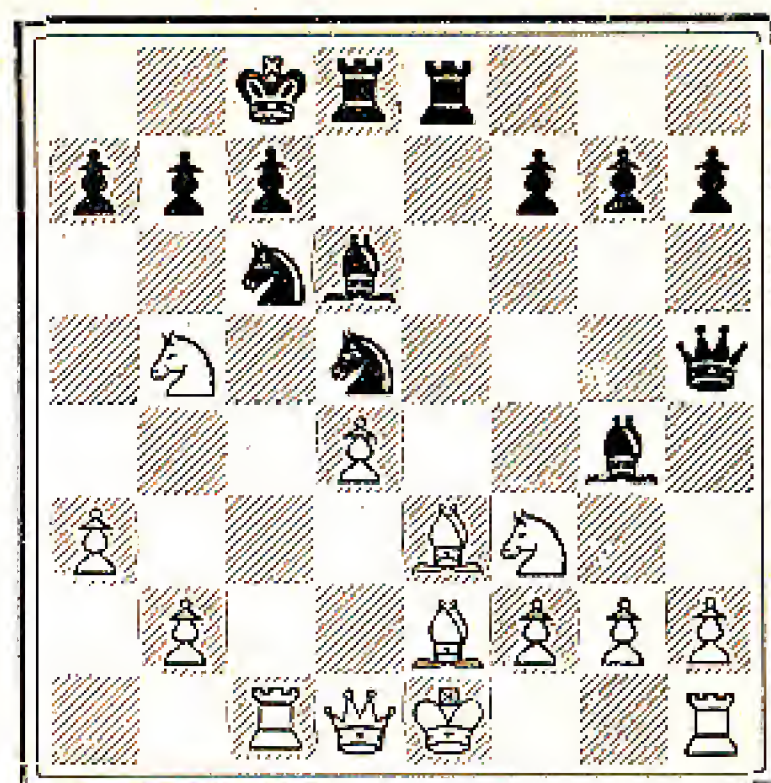
9 Kt-B3 should be played first. For one thing, Black should prefer to entice White into O-O, but dangling a bludgeon before him is no way to accomplish this. Again, the Bishop at Q3 is vulnerable to attack after due preparation (as in the text). Now, of course if 10 O-O, BxKt; 11 BxB, QxP mate.

10 P-QR3 Kt-B3
11 R-QB1 KR-K1
12 Kt-QKt5!?

This innocent looking move is loaded with dynamite.

12 Kt-Q4

Black is oblivious of what is in store, and to boot misses a forceful continuation: 12 BxKt; 13 KtxBch (otherwise White must suffer a crumbling Pawn structure with 13 PxP as Black's Queen is in line with White's Knight), RxKt; 14 BxB, Q-R4ch, and the sting is out of White's counter-attack, and his QP is a target.



13 RxKt!

The point of the previous move. For if 13 PxR; 14 KtxPch, K-Kt2 (14 K-Q2; 15 Kt-K5ch wins); 15 Q-R4 and Black is in a tight spot. However, he might squirm out with 15 Kt-Q2.

13 KtxB

But after this there is little room even for squirming.

14 PxKt PxR
15 KtxPch K-Kt2

Again, 15 K-Q2; 16 Kt-K5ch wins.

16 Q-R4 BxKt

There is little to do against the threat of 17 Q-R6ch followed by KtxP mate.

17 Q-R6ch K-Kt1
18 BxB RxPch
19 K-Q1

—and Black resigned shortly thereafter.

Below is a rough and tumble set to submitted by the president of the Boylston Chess Club of Massachusetts. "The game interested me," he writes, "as White played Keres' move and Black countered with Marshall's."

In effect, up to a point the grandmasters were playing by proxy.

FALKBEER COUNTER GAMBIT

| | |
|---------|-----------|
| Eisack | Gates |
| White | Black |
| 1 P-K4 | P-K4 |
| 2 P-KB4 | P-Q4 |
| 3 PxQP | P-K5 |
| 4 P-Q3 | Kt-KB3 |
| 5 Kt-Q2 | |

This is the move suggested by Keres to sustain the White game, which for a time had been descending to practical desuetude.

The idea is to relinquish the Pawn plus and play for a rapid development.

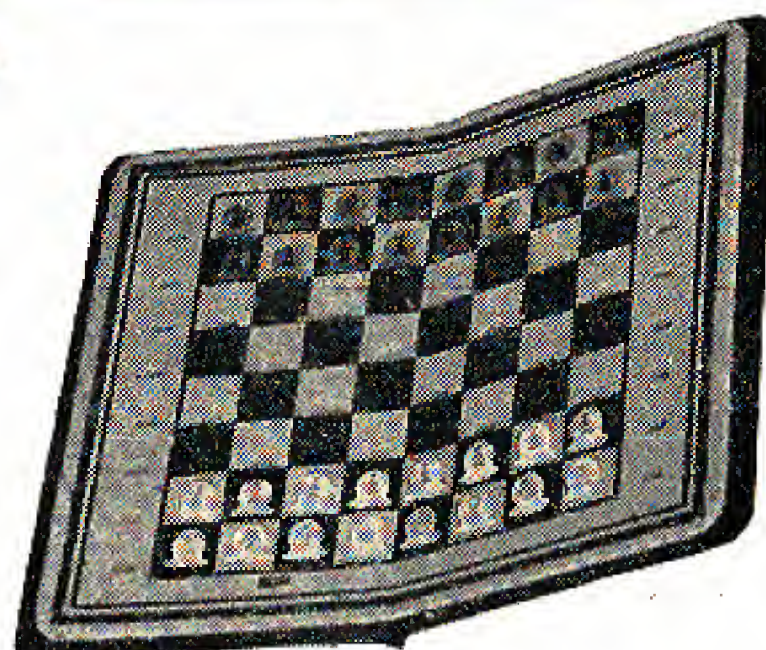
5 PxP
6 BxP KtxP
7 Q-B3

But this is an attempt to improve on Keres. His suggestion is 7 Kt-K4, after which Marshall has demonstrated that Kt-Kt5 gives Black at least equality.

A resume of the position at this

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early stage discloses a lead in development for White, which is counter-balanced by a weakness caused by the advance of his KBP. Note that a Black Bishop placed on QB4 commands a most important diagonal. Oddly enough, White's position would materially improve were his Pawn returned to its original KB2.

7 Kt-QB3
8 Kt-K2 B-QB4

Now 8 . . . Kt(4)-Kt5 is met by 9 B-K4 which just about maintains the position.

9 Kt-K4 B-Kt3
10 B-B4

White is experiencing difficulty in bringing out the balance of his forces. Black threatened . . . Kt(4)-Kt5 and the capture of the KB, which would saddle the first player with an isolated Pawn, in this case an easy prey to attack. 10 P-QR3, followed by 11 B-Q2, and 12 O-O-O would have been a constructive plan to follow. Moreover, the KBP could have been used as a spearhead to invade the opposing ranks.

10 B-K3

Threatening 11 . . . KtxP; 12 BxKt, BxB.

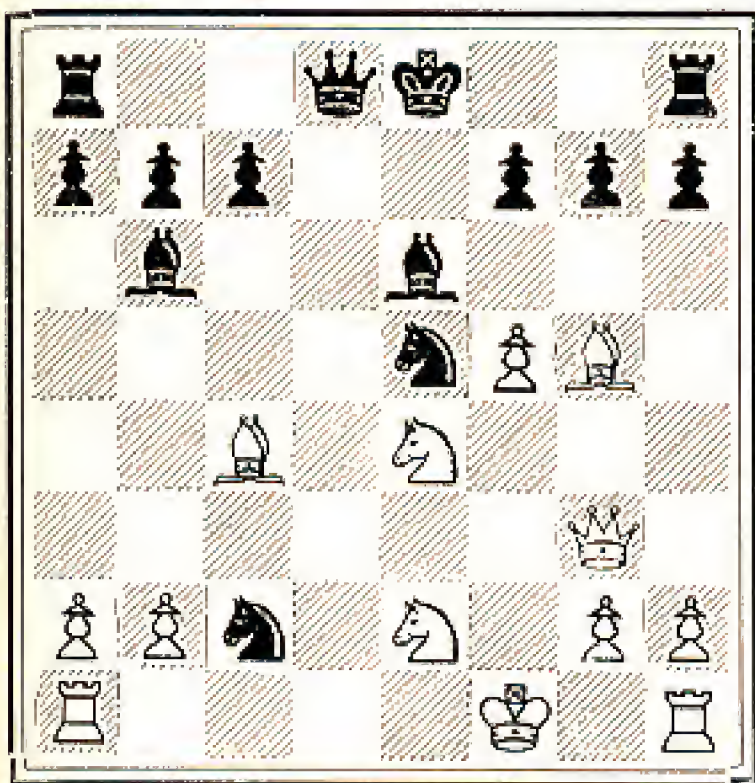
11 P-B5 Kt-K4
12 Q-KKt3

Throwing caution to the winds. 12 Q-QKt3 was the only chance. If then 12 . . . KtxB; 13 PxP, and White might hold out for some time.

12 Kt-QKt5

Threatening 13 . . . KtxPch, followed by 14 . . . Q-Q8 and mate.

13 B-Kt5 KtxPch
14 K-B1



14 KtxB!
15 PxP

Obviously not 15 BxQ, Kt-Q7 mate.

15 Kt(5)-K6ch
16 BxKt

Forced. If 16 K-B2, Kt-B4 discovered check, with devastating effect.

16 KtxBch
17 K-K1 O-O
18 R-QB1 PxP
19 Kt(2)-B3 Q-Q6
Resigns

White is out of feasible moves.

"Here is a cutie," writes C. F. Wright, "played by correspondence with my pappy-in-law. The play is hardly what you would call sound, but what do you expect in a 12-move mate?"

Wright's sprightly mite is full of object lessons, not the least of which is that this is no way to treat one's pappy-in-law.

KING'S GAMBIT

F. F. M. C. F. Wright

White Black

1 P-K4 P-K4
2 P-KB4 PxP
3 Kt-KB3 B-K2

A move frequently tried many years ago before the spirit of the defense was truly understood. Black banks on the check at R5 to compel the opposing King to move and forfeit the privilege of castling. This idea often is meritorious in a close, positional battle. But there is no room for it in the King's Gambit where White's rapid development, aimed at the opposing monarch, must be stymied before it gets out of hand.

Still good enough is 3 . . . Kt-KB3 or 3 . . . P-Q4.

4 B-B4 B-R5ch

Black is consistent, if nothing else. 4 . . . P-Q4, even at the expense of a Pawn is still to be recommended.

5 KtxB?

And now White falters. There was no reason to exchange a perfectly developed Knight for a Bishop out on a limb, requiring the protection of no less a piece than the Queen. White might have pursued either of two courses: (a) 5 P-KKt3, followed by 6 O-O, when his superior development is more

than adequate compensation for the Pawns minus (b) 5 K-B1, followed by a normal development, which must recover the Pawn with the better game, or involve the defender in a mess of entanglements.

5 QxKtch
6 K-B1 Kt-KB3
7 P-Q3

Diffident. White should defend the KP and develop at the same time with 7 Kt-B3. His QP would be better posted at Q4, where it would command greater terrain.

7 Kt-Kt5
8 Q-K2 KtxPch
9 K-Kt1 P-B6
10 PxP??

Most likely concentrating on the Knight, which is in hock, White forgets that there is more to chess than meets the naked eye.

10 Q-Kt6ch

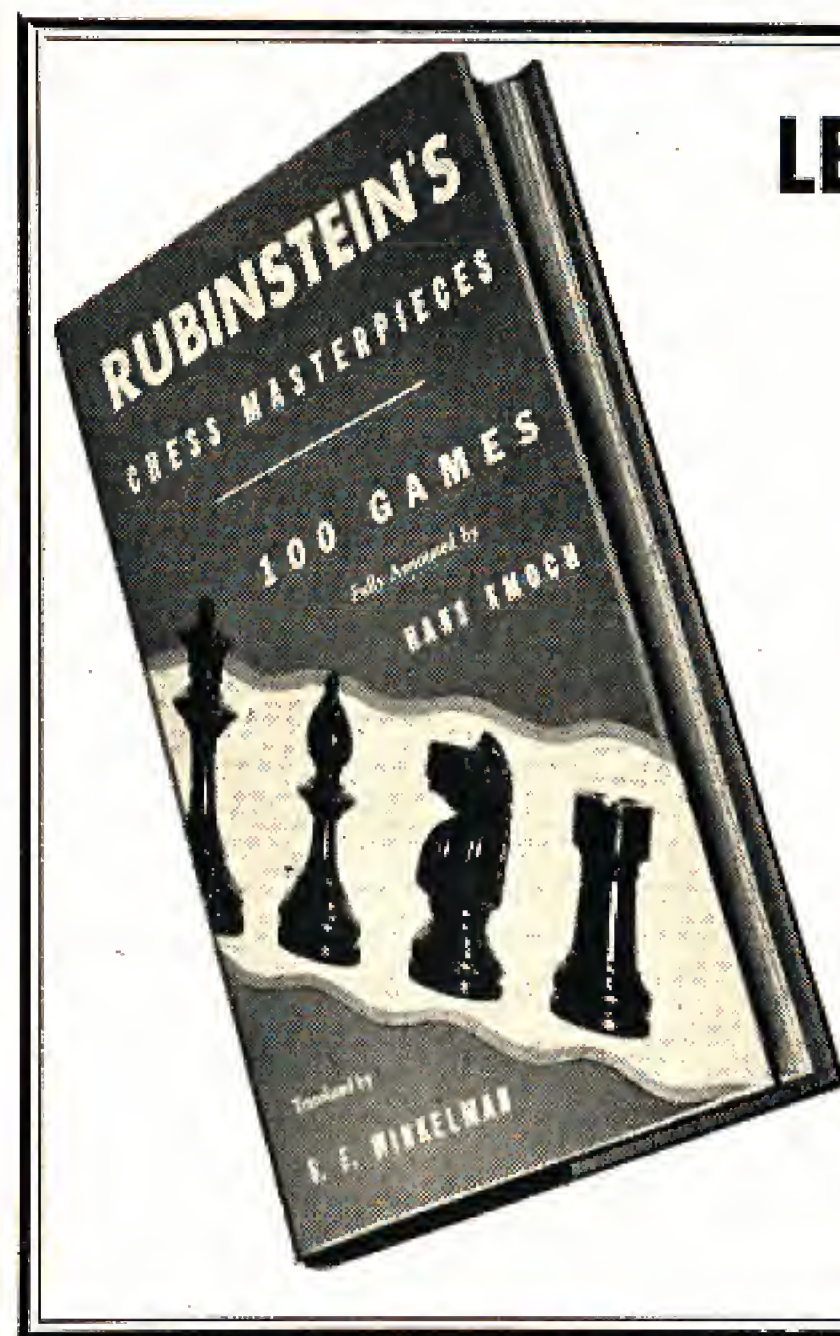
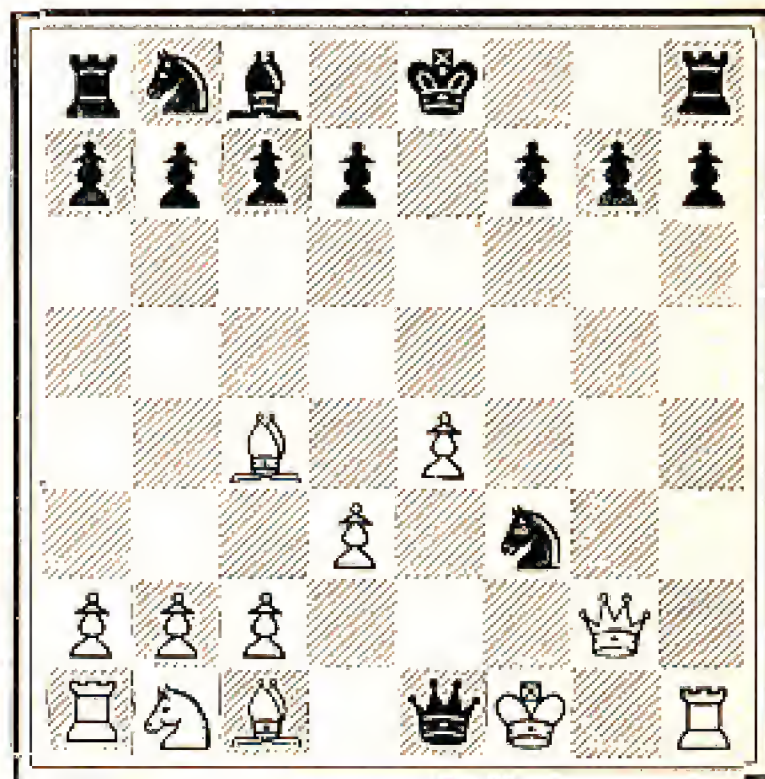
Always check, it may be mate.

10 Q-Kt2 KtxPch

Always check, it may be mate.

11 K-B1 Q-K8ch

It is mate!



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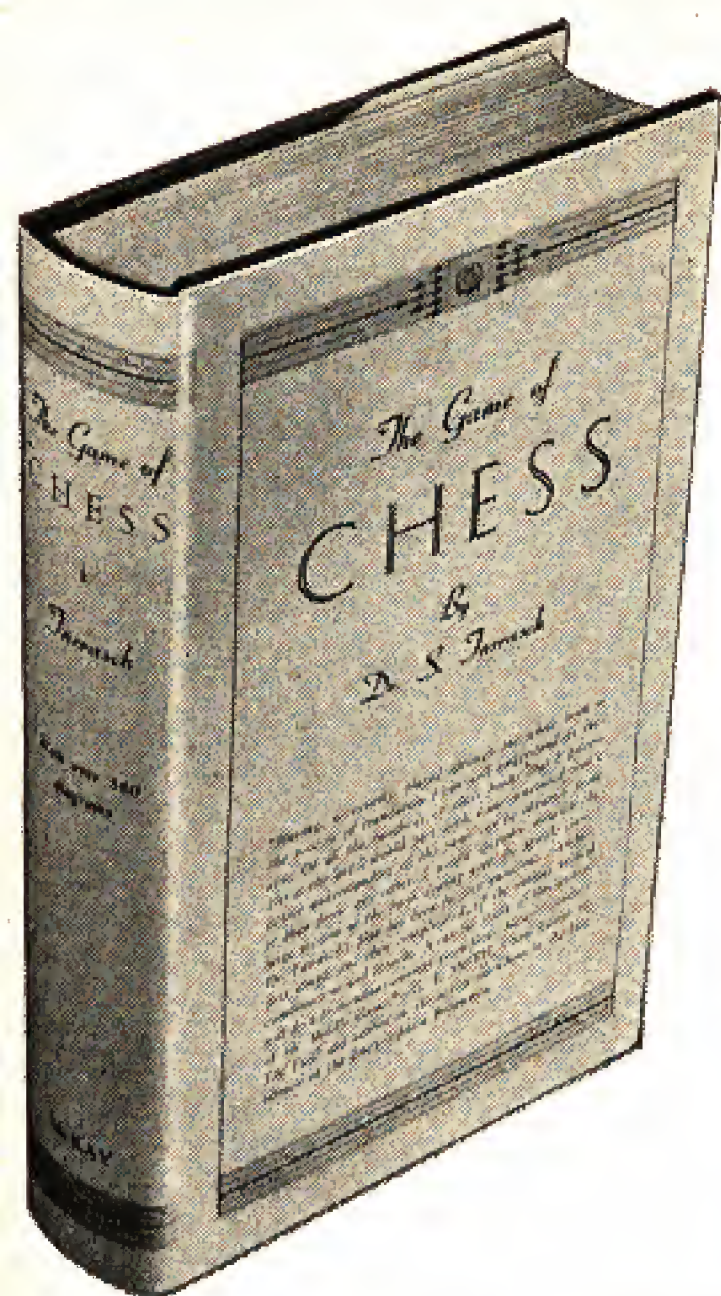
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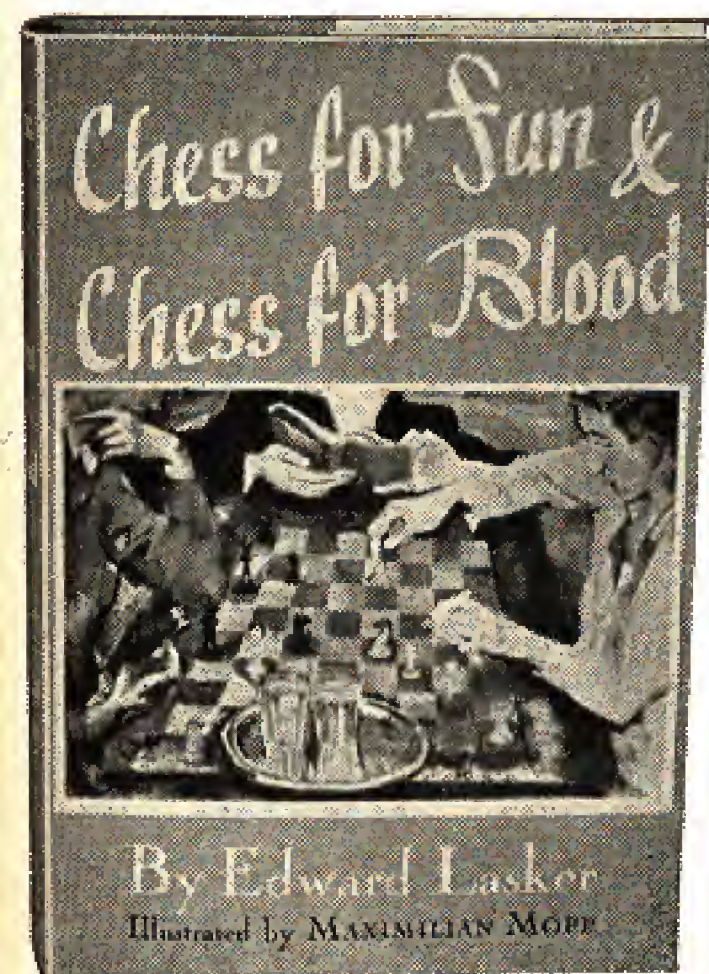
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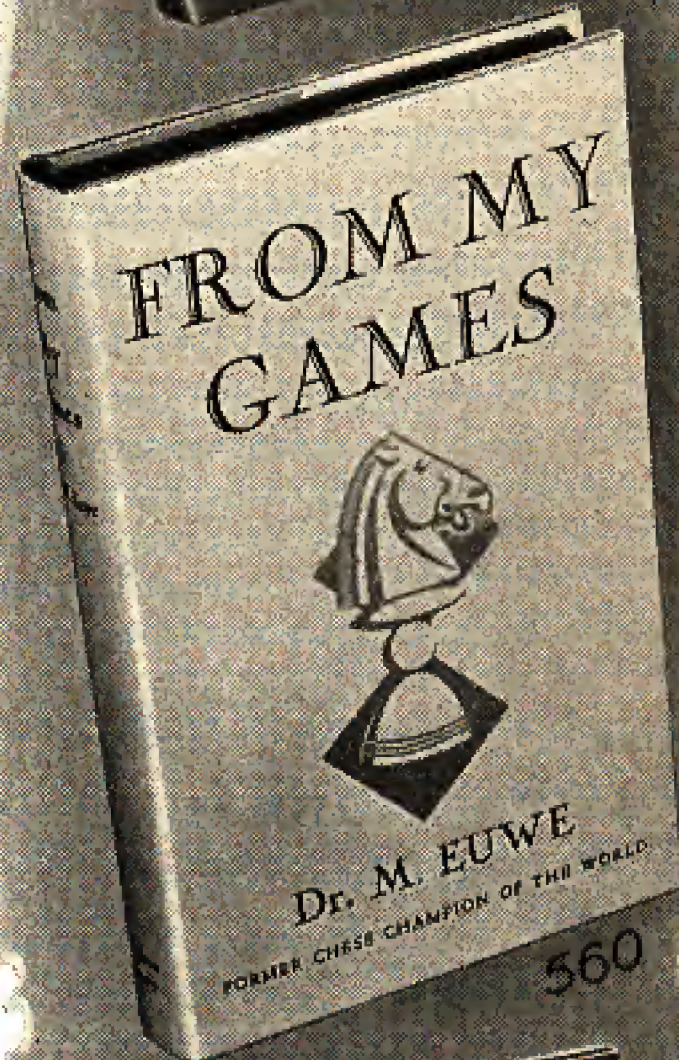
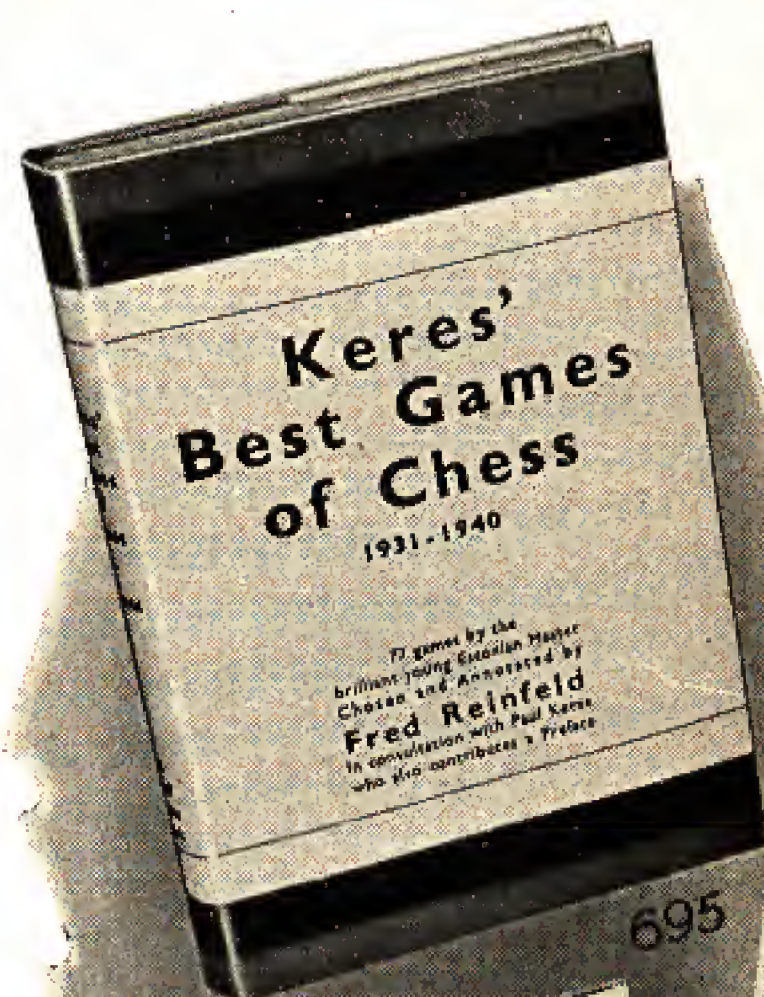
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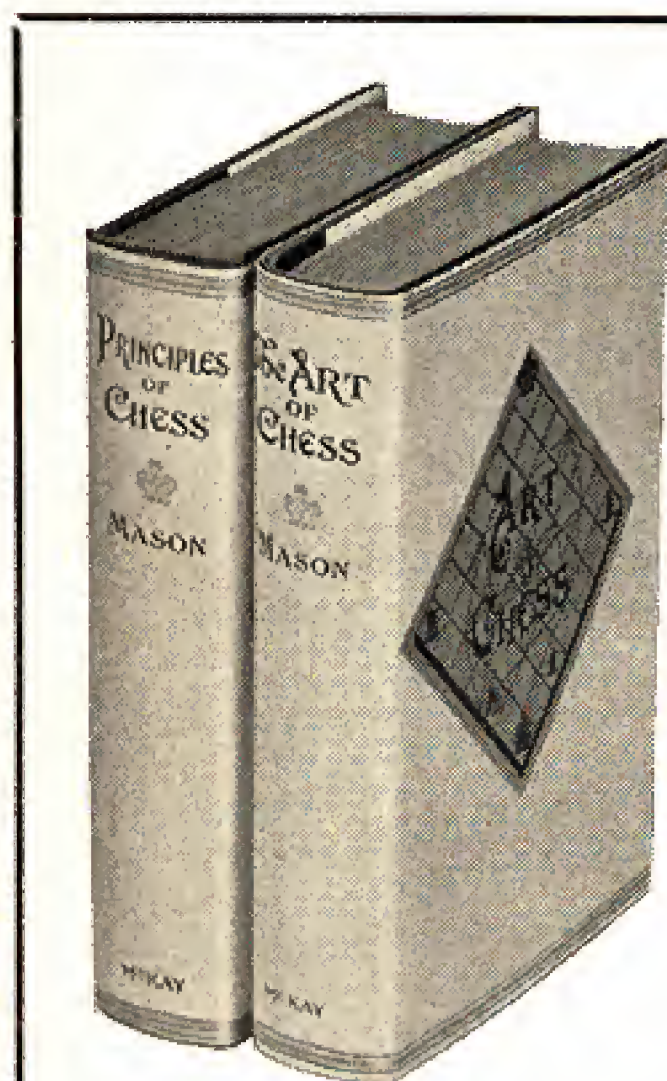
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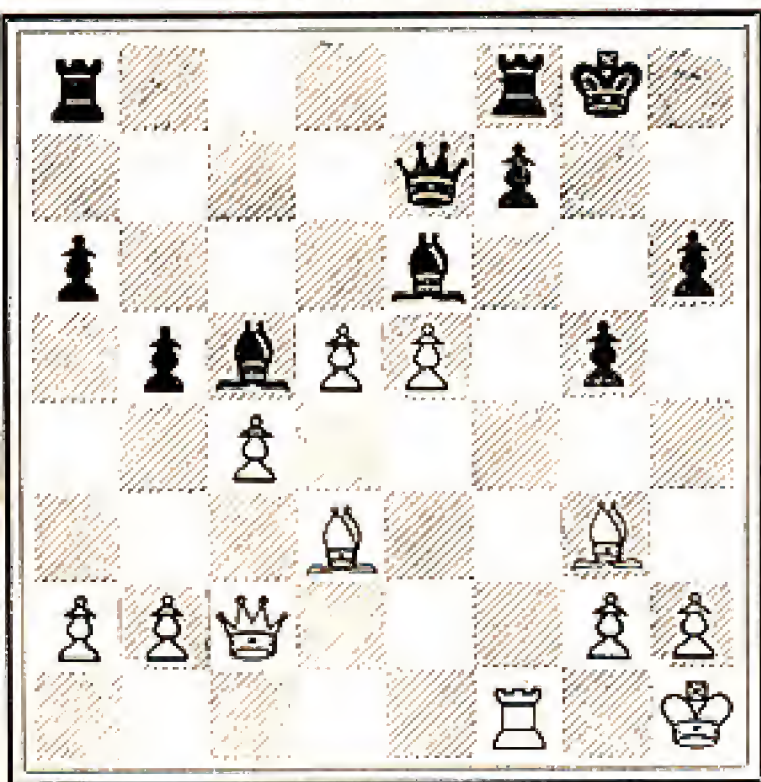
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| 2 Q-K2 | K-Kt2 |
| 3 Q-K4 | R-R1 |
| 4 P-K6!! | B-K1 |
| 5 B-K5 | QxR |
| 6 BxQch | KxB |

And White won. The finish: 7 P-C6, R-Q1; 8 Q-B5ch, K-Kt2; 9 QxB, PxP; 10 Q-K5ch, K-Kt1; 11 QxKPch, B-B2; 12 Q-B6, Resigns.

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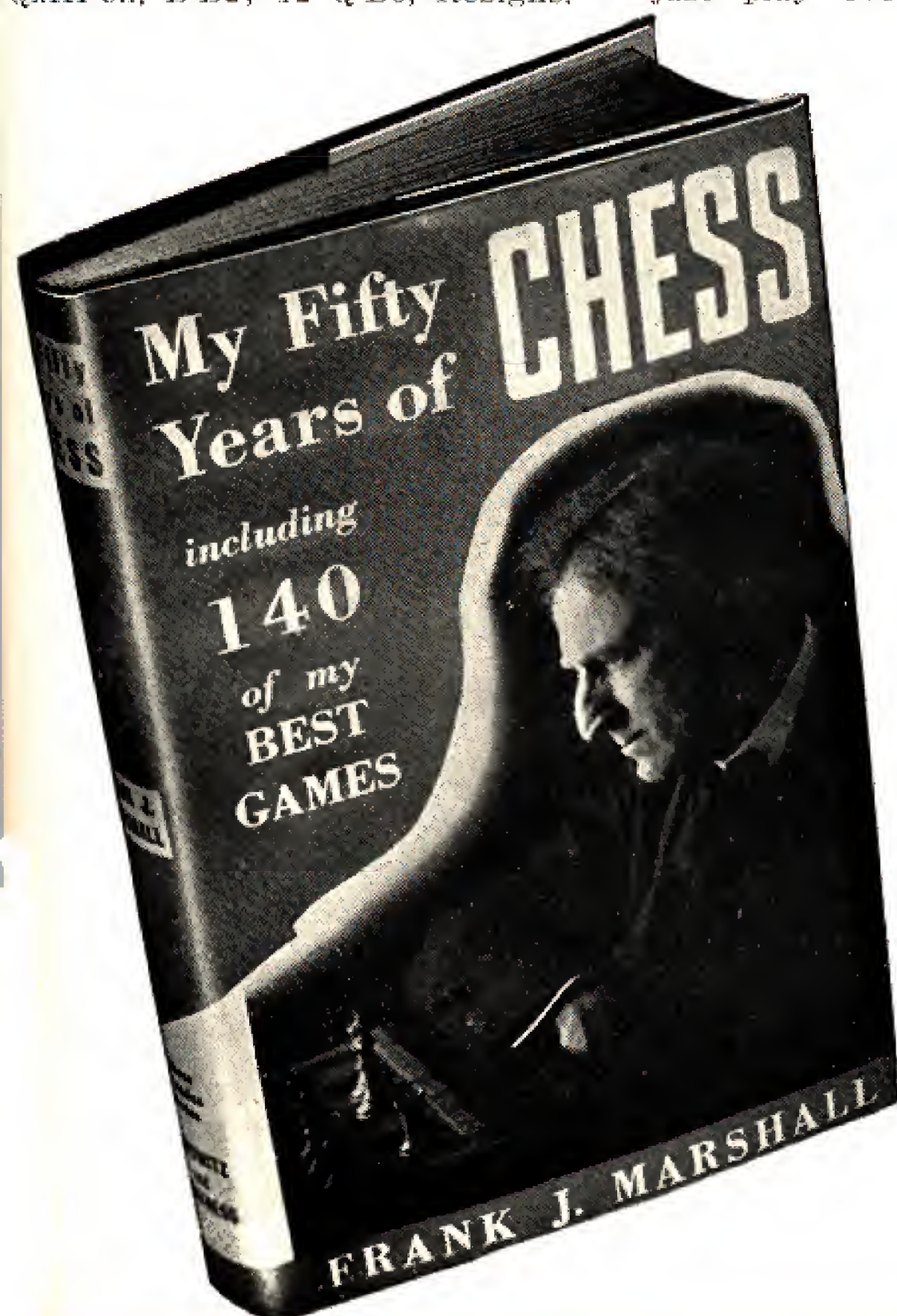
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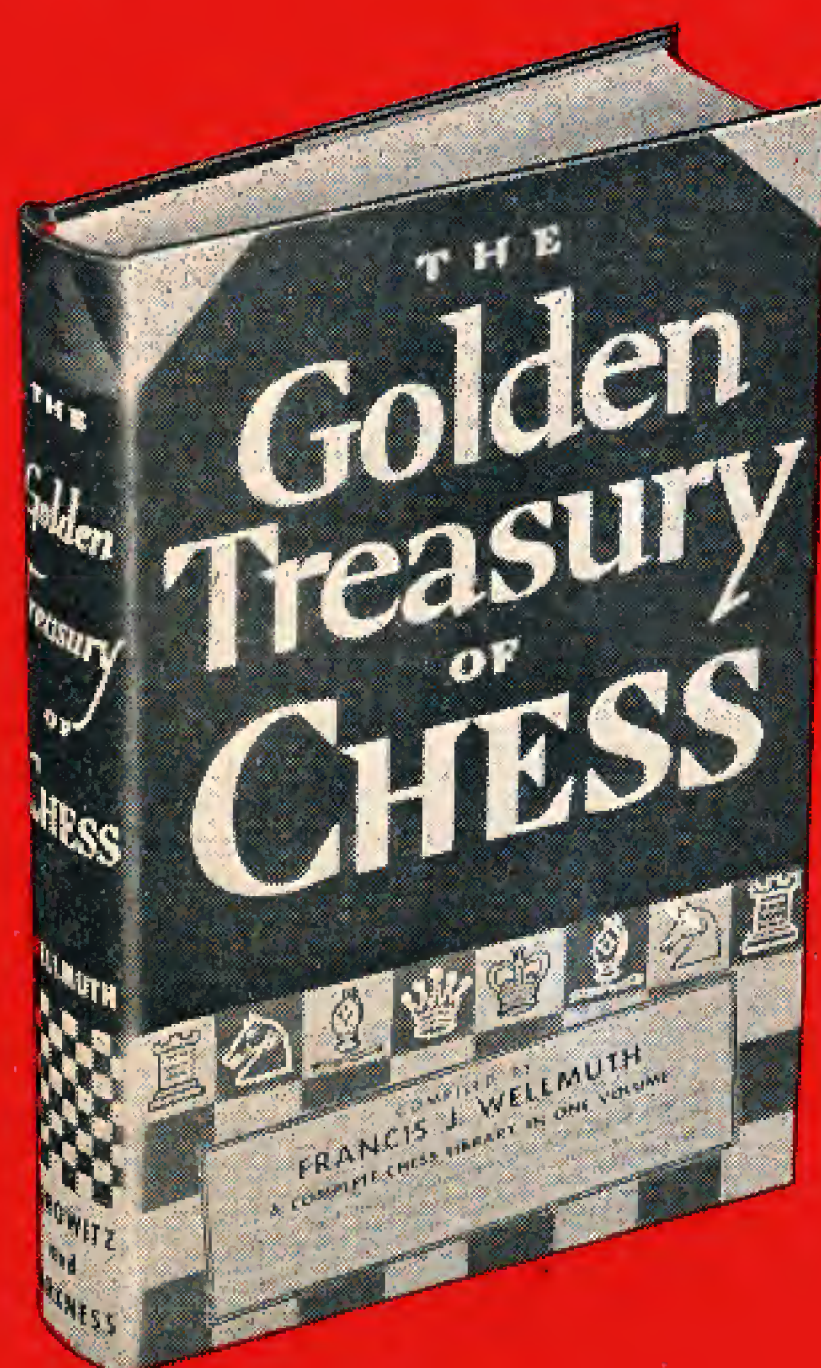


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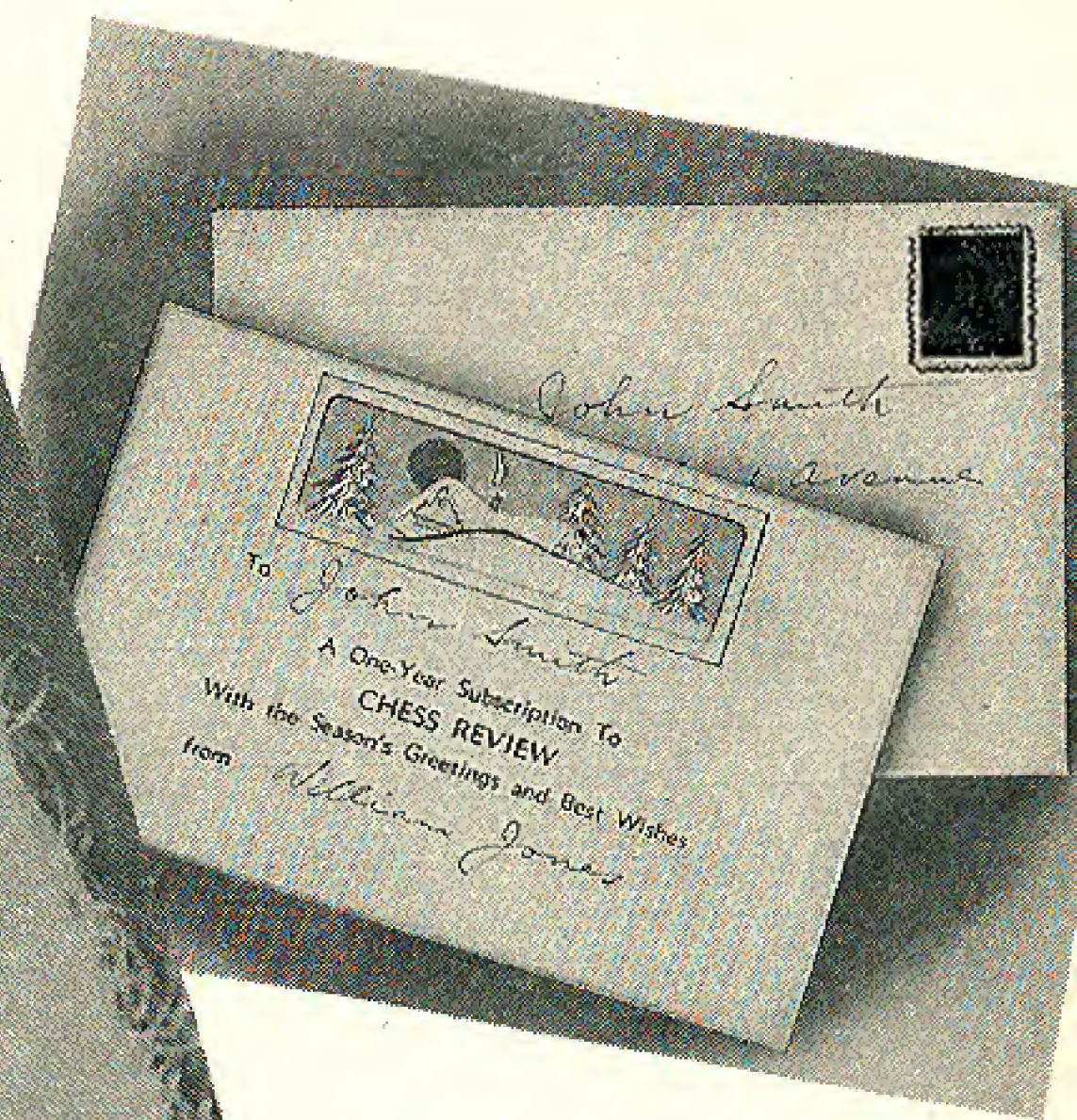


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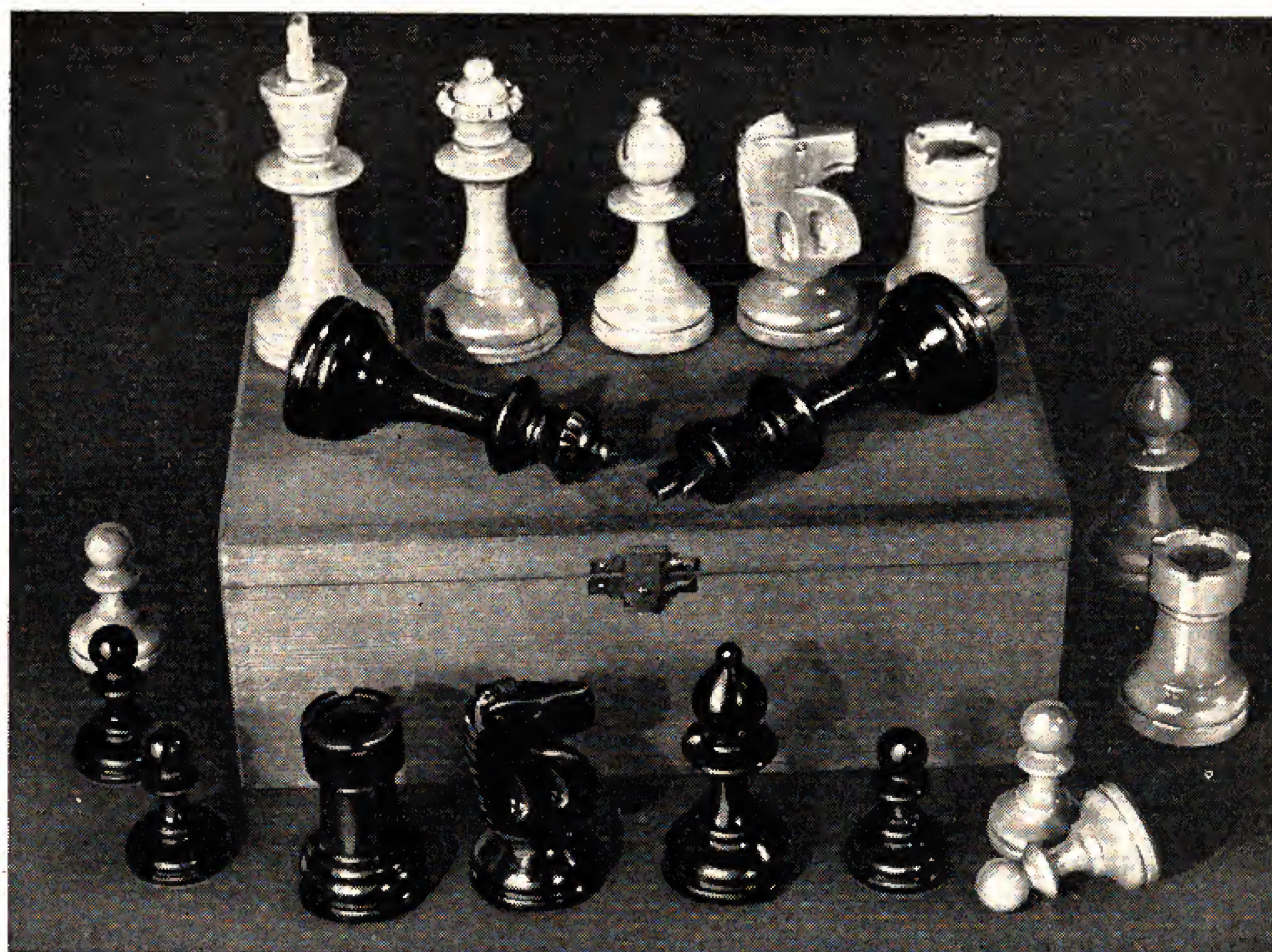
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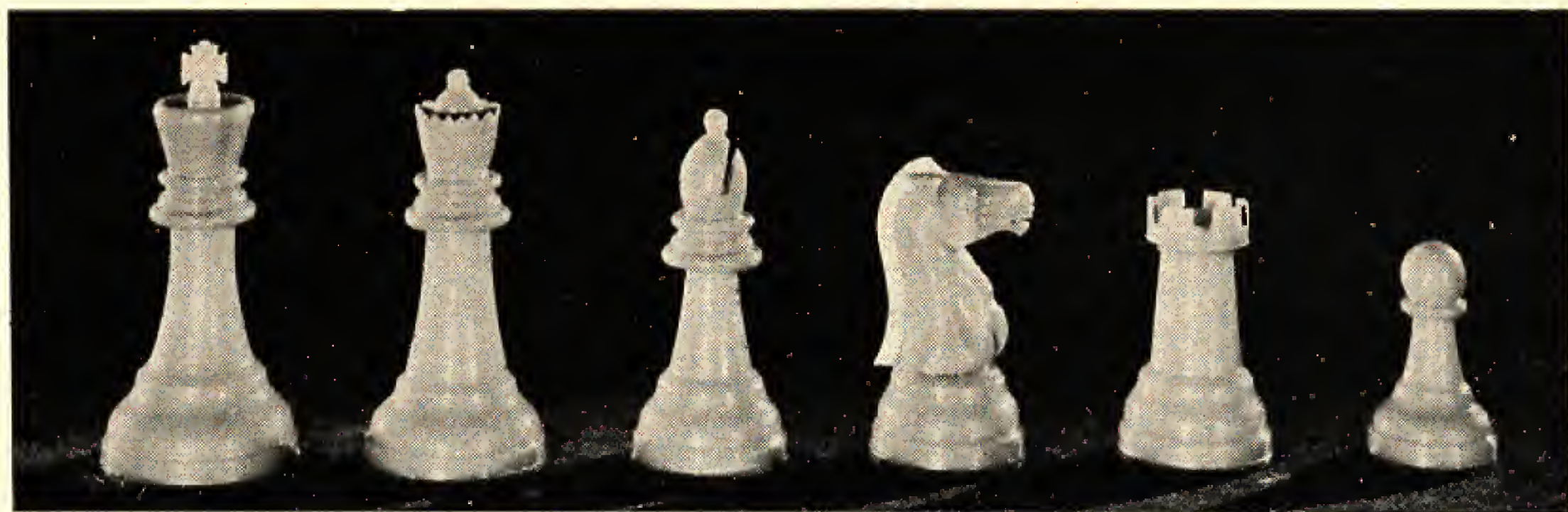
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CHESS REVIEW

Vol. 11, No. 9 November, 1943

OFFICIAL ORGAN OF THE
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Reuben Fine—Game of the Month

P. L. Rothenberg—Problems

Irving Chernev—Oddities

Jack S. Battell—Postal Chess

A. S. Pinkus—Questions

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LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

"N" FOR KNIGHT

Sirs:

There is nothing new in the
suggestion in your October num-
ber by Mr. L. F. Oakley of Steu-
benville, Ohio. So long ago as
1888 the chess columns of the
New Orleans Times-Democrat,
and a column in a newspaper
published in Dunedin, New Zeal-
and whose name I forget, used
"N" as the designation for
"Knight" in the games they
gave, but so far as I know, the
idea met with no general accept-
ance.

Inherently, Mr. Oakley's argu-
ment seems to have merit, but
as I remember, it was more con-
fusing trying to play over the
games in those papers than oth-
erwise.

The force of custom and tradi-
tion in a game of such a long
tradition as Chess would make
such an innovation very hard to
establish, especially since the
present system has a world-wide
acceptance.

Personally, I would be sorry
to see it even attempted by your
magazine.

THOMAS A. BARRETT
East Orange, N. J.

Sirs:

H. R. Bigelow, chess editor of
the Evening Post used "N" for
Knight in 1936.

I approve the suggestion.
OTTO D. WORMSER
New York, N. Y.

Sirs:

My idea is that "N" for
Knight is much better than "Kt."
W. C. RENN
Philadelphia, Pa.

Sirs:

Wish to cast one vote for "N"
in preference to "Kt."

KATHRYN NYE
Syracuse, N. Y.

Sirs:

Please let me deposit 1000
votes in favor of "N." I would
consider the change an exquisite
beatitude and believe your type-
setter would back me up on this.
Not only is the similarity of Kt
to K confusing to the reader but
it is the cause of more misprints
than any other single factor.

PHILIP CONKLIN
Troy, N. Y.

Sirs:

I think "N" is much better
than "Kt."

C. VINCENT SCOFIELD
Charleston, W. Va.

Sirs:

All my correspondence
chess friends use "N" for Knight
Oakley is right. . . How
about some action!

FREDERICK H. PERFECT
Wyomissing, Pa.

Sirs:

By far the majority of
players that I've come in con-
tact with have used "N" for
Knight rather than "Kt." It
seems strange to me that CHESS
REVIEW and other books have
not made this change.

RALPH J. KNEEREAM
Reading, Pa.

Sirs:

I read your columns eagerly
and quite agree with L. F. Oak-
ley that the letter "N" should
be used instead of "Kt." It is
very easy, due maybe to imper-
fections in printing or poor
light, to mistake Knight and
King moves and squares. "N"
is very different from "x" or
"Kt" and there would be very
little chance for errors.

WALTER LILLING
Brooklyn, N. Y.

As this page is made up to go
to press, the score stands 8 to 1
in favor of changing from "Kt"
to "N." Before making the
change, we give our readers one
more opportunity to express
their opinions on this subject.
Send a post card to CHESS RE-
VIEW and give your preference
—Ed.

EASY

Sirs:

When I asked my wife for
three dollars subscription fee for
CHESS REVIEW this time she
said "Certainly. You don't ex-
pect me to stop right in the mid-
dle of the articles by Chernev
and Harkness do you?"

Pretty easy!
Lt. Comdr. H. E. Allen,
MC-USNR
Corpus Christi, Texas.

LETTERS

(continued)

ARMY CHESS

Sirs:

Down here at Moore Field we have quite a chessminded group of soldiers. We received the copies of CHESS REVIEW you sent us and already the men are playing the games of Reshevsky and the traps of Chernev.

At our last meeting I counted 17 enlisted men present. We expect to double this number before long. About ten officers are also participating. Already an inter-squadron tournament is in progress and a tourney for beginners is under way. "Let's Play Chess" by Chernev and Harkness is very popular with the beginners. . . This is very encouraging in view of the fact that only 3 months ago I was scouring the post for chess players.

SERGT. DAVID SHUBOW
Moore Field, Texas.

PROOF

Sirs:

. . . My chess companion here has remarked that there is a definite and rapid improvement in my game. I feel that your magazine is responsible for this change in both my interest and skill. My worthy opponent is at present a hold-out but he has promised a subscription as soon as I can beat him in 50 moves or less. This, he claims will be adequate proof that CHESS REVIEW is a boon to the chess enthusiast.

CPL HAROLD KAPP
Nashville, Tenn.

IDEAS

Sirs:

I have now had some opportunity to study Reuben Fine's new book "The Ideas Behind the Chess Openings" received from you recently. All I can say is: "Why wasn't something like this given to American chessplayers years ago?" Finally, the horse (Ideas) has been brought from behind the cart (M.C.O.).

The mysterious goings-on of the masters in MCO (especially in the Queen-side openings) are exposed to the light of day and it appears that their ideas have not been beyond us average players' understanding — just well hidden from us.

Soon, now, I can play 1 P-Q4. It has long been my theory that only conceit or timidity prompts the average player to play 1 P-Q4. In most cases he recognizes he doesn't know what he is doing but also knows that neither does his opponent. Chess groans with examples of the pointless woodshifting which follows. It is gratifying that, at least from the players who are foresighted enough to read Fine's "Ideas," Mr. Temporizer can no longer seek refuge behind 1 P-Q4. He will be better advised to consult the book himself.

Mr. Fine ranks with the highest in international chess as player and theorist. The world of average players owes him a rising vote of thanks for sharing the secrets of the "high priests of the temple" with them. Tell them to part with two bucks and start winning more games!

ROBERT FARNHAM
Verona, N. J.

SWELL

Sirs:

I had just taken up chess, when I was fortunate enough to see your advertisement.

I am employed at Republic Aviation and work ten hours on the night shift. I haven't much time for myself, but the little time I have is spent reading up on chess. Your article "Let's Play Chess" is swell. Just for beginners like me.

MILTON SELLINGER
New York, N. Y.

NEVER FINISHED

Sirs:

The day I saw your advertisement I wondered if this could be the magazine I'd been looking for without success. I sent for your magazine and believe me I've never seen anything like it before. Some of my friends asked me to give it to them when I was finished with it but it's like I told them I will never be finished with it.

I am sorry I did not find this magazine sooner because I hate to think of all the issues I have missed. You can be sure I won't miss any more.

RICHARD W. LACY
Philadelphia, Pa.

SNAPPY-TALES

Sirs:

Some men marry the "domestic type" while others unite with the "out-of-door" type." I, however, married a chronic chess fiend.

So—to keep up appearances, I suppose that I too must learn "to enjoy" (and I quote) "the favorite relaxation of world famous generals, etc. etc." (I have no idea who wrote that, but I'll wager my wife's store bought teeth that he knows damned little about chess.)

All foolishness aside, you do have a quality review—but why in the name of Capablanca do you have to make it sound like a subscription to "Snappy Tales" in your advertisement. Let Reuben Fine write it next time.

Oh well — what's the use? Thanks for listening.

LT. EDGAR W. GRIFFIN
Waycross, Ga.

To arouse your interest, Lieutenant, and to be able to welcome you as one of our subscribers—Ed.

LOST

Sirs:

. . . Your magazine has widened my chess world immeasurably and I would be lost without it.

TED TAYLOR
Marion, Ind.

Statement of the Ownership, Management, Circulation, etc., Required by the Acts of Congress of August 24, 1912, and March 3, 1933

of CHESS REVIEW, published monthly October to May, bi-monthly June to September, at Middletown, New York for October 1, 1943.

STATE OF NEW YORK, ss.
COUNTY OF NEW YORK,

Before me, a Notary Public in and for the State and county aforesaid, personally appeared Israel A. Horowitz, who, having been duly sworn according to law, deposes and says that he is the Editor of the CHESS REVIEW and that the following is, to the best of his knowledge and belief, a true statement of the ownership, management etc., of the aforesaid publication for the date shown in the above caption, required by the Act of August 24, 1912, as amended by the Act of March, 1933, embodied in section 537, Postal Laws and Regulations, printed on the reverse of this form, to wit:

1. That the names and addresses of the publisher, editor, managing editor, and business managers are: Publishers Israel A. Horowitz, 250 W. 57th St., N. Y. 19, N. Y., and Kenneth Harkness, 250 W. 57th St., N. Y. 19, N. Y.; Editors Israel A. Horowitz, 250 W. 57th St., N. Y. 19, N. Y., and Kenneth Harkness, 250 W. 57th St., N. Y. 19, N. Y.; Managing Editor, Kenneth Harkness, 250 W. 57th St., N. Y. 19, N. Y.; Business Managers, Israel A. Horowitz, 250 W. 57th St., N. Y. 19, N. Y., and Kenneth Harkness, 250 W. 57th St., N. Y. 19, N. Y.

2. That the owners are: Chess Review, 250 W. 57th St., N. Y. 19, N. Y.; Israel A. Horowitz, 250 W. 57th St., N. Y. 19, N. Y.; Kenneth Harkness, 250 W. 57th St., N. Y. 19, N. Y.

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ISRAEL A. HOROWITZ, Editor

Sworn to and subscribed before me this 11th day of October, 1943.

JOHN A. ERRICO, Notary Public, Bronx Co. CLK's No. 45 Reg. No. 1945
N. Y. Co. CLK's No. 75, Reg. No. 5225
Commission Expires March 30, 1945.

U.S. Invites USSR to Play Radio Match

An official message has been transmitted to authorities in the U.S.S.R. suggesting that a RADIO CHESS MATCH be held between the leading players of both countries. If the invitation is accepted, the match will probably be held in January or February, 1944, under the sponsorship of CHESS REVIEW and the U. S. Chess Federation. The Russian War Relief will also co-operate in staging the match and all receipts from the sale of tickets to witness the match will be donated to this agency.

All arrangements have now been completed at this end. Our leading masters, including Marshall, Reshevsky, Fine, Kashdan and Horowitz, have agreed to play on the U. S. team. Maurice Wertheim, President of the Manhattan Chess Club, has worked in close co-operation with the Editors of CHESS REVIEW and has agreed to head a committee in charge of financial and other arrangements. Radio transmission facilities have been secured. If a favorable reply is received from Moscow, final details of the match will be agreed upon and announced by CHESS REVIEW.

The invitation to the chess authorities in Moscow was conveyed last month by an official of the Russian War Relief. Dated October 21st and signed by George Sturgis, President of the U. S. Chess Federation, the message read as follows:

"To The Moscow Chess Committee of the V.S.F.K, Moscow, U.S.S.R.

"As President of the United States Chess Federation, I hereby extend a cordial invitation to the leading chess masters of the Soviet Union to take part in a RADIO CHESS MATCH against a team of masters representing the U.S.A.

"The facilities for the transmission by radio of the moves of such a match have been assured us, and all expenses in connection with the match, including the cost of transmission both ways, will be met by the subscriptions of private individuals in this country. All receipts from the sale of tickets to witness the playing of the match will be donated to the Russian War Relief.

"We sincerely hope that this proposed Radio Chess Match will meet with your approval and support. We have observed, with admiration and respect, that the U.S.S.R. has continued to foster and

develop cultural pursuits during the war. In particular, we have been greatly impressed by the widespread interest in chess in the U.S.S.R. The contests between your great chess masters at the tournaments held in Moscow, Sverdlovsk, and other centers have been followed and discussed by thousands of chess players in this country. We feel that our common interest in chess can serve as a fruitful means of developing cultural ties between our two countries and that this proposed match will go far to increase the friendly relations between us.

"We realize that your chess masters are serving their country in the armed forces and in other ways. The same condition exists here. Nevertheless, we know that the cultural importance of chess — and its beneficial effect on morale in wartime—have made it possible to hold important tournaments in both the U.S.S.R. and the U.S.A. We hope that it will also be possible for you to arrange this international Radio Chess Match.

"In this country, the proposal has met with the enthusiastic approval of all concerned. Our leading players, including Grandmasters Marshall, Reshevsky, Fine, Kashdan, and Chessmasters Horowitz, Denker, Pinkus, Adams, Shainswit, and others, have gladly agreed to play on the American team. Mr. Maurice Wertheim, President of the Manhattan Chess Club has agreed to head a committee in charge of financial and other arrangements. The Editors of our official organ, CHESS REVIEW, who suggested and fostered this proposal, will sponsor the match in cooperation with the United States Chess Federation and will give wide publicity to the proceedings. The officials of the Russian War Relief have pledged their whole-hearted support and assistance.

"The actual details of the match can be agreed upon as soon as we receive your acceptance of this invitation. Tentatively, we suggest that the team, on each side, should consist of not less than five and not more than ten players. The most suitable time would be in January, 1944. The match could probably be completed in two or three days, provided transmission is not interrupted.

"We await your reply with eager anticipation.
GEORGE STURGIS, Pres., U. S. Chess Federation."

The U. S. Chess Team at the Stockholm Olympics in 1937. Left to right are Fritz Brieger (who accompanied the team), Samuel Reshevsky, Isaac Kashdan, I. A. Horowitz, Reuben Fine, Team Captain Frank J. Marshall. All these masters have agreed to play in the proposed RADIO CHESS MATCH against leading players of the Soviet Union. U. S. teams, victorious in four international Olympics, have never competed against U.S.S.R. players.



BOTVINNIK GAME FROM USSR TOURNEY

As announced last month, CHESS REVIEW has established contact with the USSR and has received the scores of games played in recent tournaments in the Soviet Union. One of these games was published in the October issue.

We now present a game between USSR Chess Champion Mikhail Botvinnik and Ukrainian Chess-master Alexander Konstantinopolsky from the double-round tournament held at Sverdlovsk in May, 1943.

The score of this game has never before been published outside Russia. It was transmitted via Radiophoto by USSR Chess Correspondent Nikolai Grekov. Part of the message appears on this page. The moves and notes are in the handwriting of Correspondent Grekov, as reproduced by radiophotography. At the bottom of the page appears a radiophoto reproduction of the tournament results. The complete score of the game is given on the following pages as the outstanding "Game of the Month" and annotated by Reuben Fine.

Grandmaster Mikhail Botvinnik (see front cover) is an electrical engineer by profession. Chess is his hobby. Several years ago he wrote a thesis on electrical engineering for which he was awarded a master's degree in technical sciences.

Botvinnik is 32 years old, married and the father of a baby daughter. His wife, Gayane, has always attended Soviet and international tournaments with him. She accompanied him to England and Holland when he played at the famous Nottingham and Avro tourneys. Before the war, the Botvinniks lived in Leningrad but are now in Molotov (formerly Perm) in the Urals, where Botvinnik is working as a high tension engineer.

The Sverdlovsk 1943 tourney marked Botvinnik's first reappearance in competitive events since he won his title in 1941. Nevertheless, he scored an impressive victory over the strongest players of the country — and without losing a single game. Oddly enough, he scored 1½ points against each of his 7 opponents.

MOSCOW -- VIA RADIOPHOTO

Here is a very interesting and instructive game played in the Sverdlovsk Chess Tournament, Third Round, May 1943.

Caro-Kahn Defence.

M.M.Botvinnik. A.M.Konstantinopolsky.
(white) (black)

Notes by N. Grekov.

- 1 P - K4
- P - QB3
2. P - Q4
- P - Q4
- 3 P x P
- P x P
4. P - QB4
-

The well-known Panov-Botvinnik attack, worked out by the Soviet Masters.

4. Kt - KB3
5. Kt - QB3
- P - K3
6. Kt - B3
- B - K2
- 7 B - Kt5
- O - O
8. R - B1 !
-

A very strong move! At once 8. P-B5 leads to nothing in view of 8... P-QKt3 9.P-QKt4; 10.P-QR3 Kt-K5 (Kahn-Makogonov, Leningrad 1939); or else 8. B-Q3 P x P winning a tempo (Panov-Kotov, Leningrad 1939)

8

Kt - B3

Kt - K5

Q x B

B - Q2

P - B4

Kt-Kt4 would have
d better

Kt - Kt4

Kt x Kt ch

P x B

QR - K1

P - K4

1 If Black does not
then White plays

Here is a tabulated result of the Tournament :

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | Total | Place |
|------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-------|--------|
| 1. Botvinnik M. | — | 1½ | ½.1 | ½.1 | 1½ | 1½ | 1½ | 1½ | 10½ | I |
| 2. Makogonov V | 0½ | — | 1.1 | 1½ | ½.1 | ½½ | ½.0 | 1.1 | 9 | II |
| 3. Kahn E. | ½.0 | 0.0 | — | 1.0 | 0.1 | ½.1 | 1.1 | 1.1 | 8 | III-IV |
| 4. Smyslov V | ½.0 | 0½ | 0.1 | — | ½½ | 1½ | 1½ | 1.1 | 8 | |
| 5. Boleslavski I | 0½ | ½.0 | 1.0 | ½½ | — | 1½ | ½½ | ½.1 | 7 | V |
| 6. Konstantinopolsky A | 0½ | ½½ | ½.0 | 0½ | 0½ | — | 1.1 | 1½ | 6½ | VI |
| 7. Zagoriansky E. | 0½ | ½.1 | 0.0 | 0½ | ½½ | 0.0 | — | 0½ | 4 | VII |
| 8. Ragozin V | 0½ | 0.0 | 0.0 | 0.0 | ½.0 | 0½ | 1½ | — | 3 | VIII |

GAME PLAYED BY M.BOTVINNIK AT THE CHESS TOURNAMENT IN
SVERDLOVSK. ILLUSTRATIONS AND TEXT BY N.GREKOV. PHOTO NO. 5172.

10



Game of the Month

by

REUBEN FINE

EDITOR'S NOTE: The score of this game, received by Radiophoto from Moscow, has never before been published outside of the U.S.S.R. Chess columnists may reprint the score provided they give credit to **CHESS REVIEW**.

The following game is noteworthy and instructive in a number of respects. It marks one of Botvinnik's all too infrequent appearances in a tournament. It is a marvellous model of how White should handle the Panoff-Botvinnik attack against the Caro-Kann and it is a beautiful example of a virtually ideal position of a Knight against a bad Bishop.

Botvinnik's powerful innovations against the Caro-Kann in his match with Flohr in 1933 almost ruined that slippery defense. In fact, the defense has never regained its former prestige, for Black can at best secure cumbersome equality, while even against inferior continuations Black's counter-chances are none too exciting.

Botvinnik handles his attack to perfection—so well, indeed, that the game is dominated by one single idea from beginning to end. That idea is the exploitation of Black's bad Bishop (bad because all the Pawns are on the same color), first by occupation of important central squares, then by a break forcing a passed Pawn. As so often in such games, it looks quite easy after the event—but it requires a great artist to produce such chess over the board.

Sverdlovsk, 1943

CARO-KANN DEFENSE

White: M. M. Botvinnik

Black: A. M. Konstantinopolsky

| | |
|----------|--------|
| 1 P-K4 | P-QB3 |
| 2 P-Q4 | P-Q4 |
| 3 PxP | PxP |
| 4 P-QB4 | Kt-KB3 |
| 5 Kt-QB3 | P-K3 |

Avoiding 5 . . . Kt-B3; 6 B-Kt5, which Botvinnik has used with such telling success. Theoretically, there is no way in which Black can secure full equality against that line, though 6 . . . P-K3; 7 Kt-B3, PxP; 8 BxP, B-K2; 9 O-O, O-O is usually good enough in practice. However, the attack is a favorite of Botvinnik's, which is probably why his opponent sidestepped it.

| | |
|---------|-------|
| 6 Kt-B3 | B-K2 |
| 7 B-Kt5 | |

The central idea for White is to set up a majority of Pawns on the Q-side with P-B5, but a premature advance would allow Black to break up the Pawn formation. E.g., on 7 P-B5, P-QKt3 the Pawn cannot be maintained satisfactorily, for on 8 P-QKt4, P-QR4 the KtP cannot be supported. White develops his Bishop, partly to hit at the enemy center, chiefly to free the Q-side Pawns for a general offensive.

| | |
|---------|-------|
| 7 . . . | O-O |
| 8 R-B1 | |

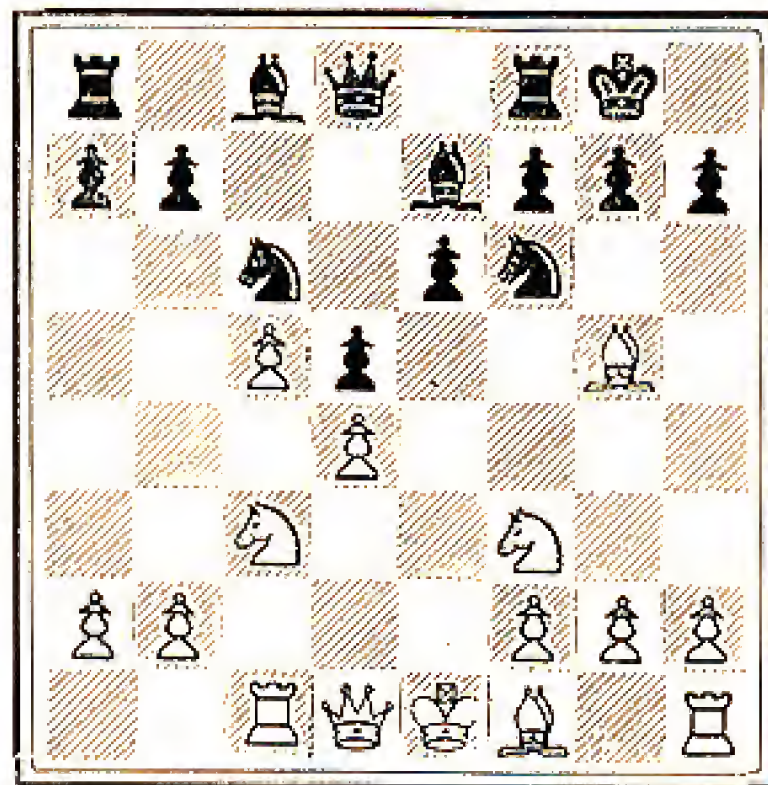
P-B5 can be prevented only by . . . PxP, which Black has been

unwilling to adopt up to now. White's Rook is always useful on the QB file.

| | |
|---------|-------|
| 8 . . . | Kt-B3 |
|---------|-------|

8 . . . Kt-K5 is more energetic. E.g., 9 BxB, QxB; 10 P-B5, Kt-QB3 and the important break . . . P-K4 will occur under far more favorable circumstances than in the game.

| | |
|--------|-------|
| 9 P-B5 | |
|--------|-------|



Fixing the Pawn skeleton to his taste. From now on White's plan is clear as daylight: set up a passed Pawn on the Q-side. In the process he is aided by the fact that Black's QB is soon deprived of any significant freedom of action.

| | |
|---------|-------|
| 9 . . . | Kt-K5 |
|---------|-------|

The correct answer to an attack on a wing is always a break in

the center. 9 . . . P-QKt3 would be met by B-Kt5.

| | |
|---------|-------|
| 10 BxB | QxB |
| 11 B-K2 | |

Since he goes to QKt5 two moves later, this looks like loss of time. Nevertheless, the delay is planned: he is unwilling to exchange the B for the QKt as long as Black's K4 can still be controlled by a Pawr.

| | |
|----------|------|
| 11 . . . | B-Q2 |
|----------|------|

The tempting 11 . . . KtxKt; 12 RxKt, P-K4? is refuted by 13 KtxP!, KtxKt; 14 R-K3.

| | |
|----------|-------|
| 12 P-QR3 | P-B4? |
|----------|-------|

The positional blunder which transforms an inferior game into a loss. It is hard to see just why Black felt impelled to strengthen his Kt, since there was no immediate threat. Correct was 12 . . . P-B3; 13 P-QKt4, KtxKt; 14 RxKt, P-QR3; 15 O-O, QR-Q1, to play for the eventual break . . . P-K4, with fair prospects of getting it.

| | |
|-----------|-------|
| 13 B-Kt5! | |
|-----------|-------|

Super-rigid consistency is the hob-goblin of mediocre chess. That White's Bishop has moved once does not mean that it has been developed at the best possible square.

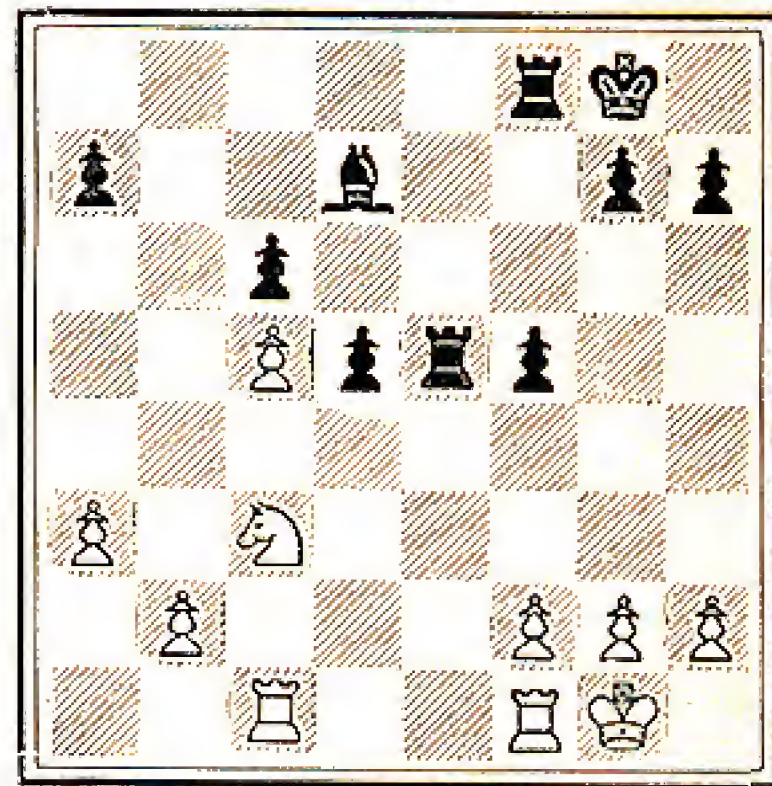
| | |
|----------|--------|
| 13 . . . | Kt-Kt4 |
|----------|--------|

Beating a retreat which emphasizes the futility of his last move. He wants to keep White's Kt out of K5 at all costs.

| | |
|----------|---------|
| 14 BxKt | KtxKtch |
| 15 QxKt | PxB |
| 16 Q-B4! | QR-K1 |
| 17 O-O | P-K4 |

He manages to get rid of the backward Pawn anyhow.

| | |
|---------|-----|
| 18 QxKP | QxQ |
| 19 PxQ | RxP |



The diagrams illustrate the successive stages of the decomposition of the Black position. His major handicaps now are his bad Bishop, hemmed in on all sides, and his weakness on the Black squares. For such cases the Kt is ideal.

| | |
|----------|------|
| 20 P-B4! | R-K2 |
|----------|------|

He submits meekly because he has no choice. On 20 . . . R-K6; 21 K-B2, P-Q5?; 22 KR-Q1! a Pawn goes for nothing.

| | |
|----------|-------|
| 21 KR-K1 | |
|----------|-------|

White will always have the better of the ending as long as he keeps his Kt. Black's only really active pieces are his Rooks, so the first step in the win is to exchange at least one pair.

21

22 R x R

23 K-B2

24 R-Q1!

KR-K1

R x R

K-B2

.

After the only forced exchange, his next concern is to block the lust to expand of the enemy passed Pawn, for if it were allowed to go forward, the Bishop would be freed. Thus the obvious 24 R-K1? is bad: 24 . . . R x R; 25 K x R, P-Q5!; 26 Kt-K2, K-K3; 27 KtxPch, K-Q4 eventually regaining the Pawn with at least equality.

24

25 R-Q2

R-K1

.

Not a single motion is wasted: the Rook is needed on the second rank.

25

26 R-K2

P-KR3

R-QKt1

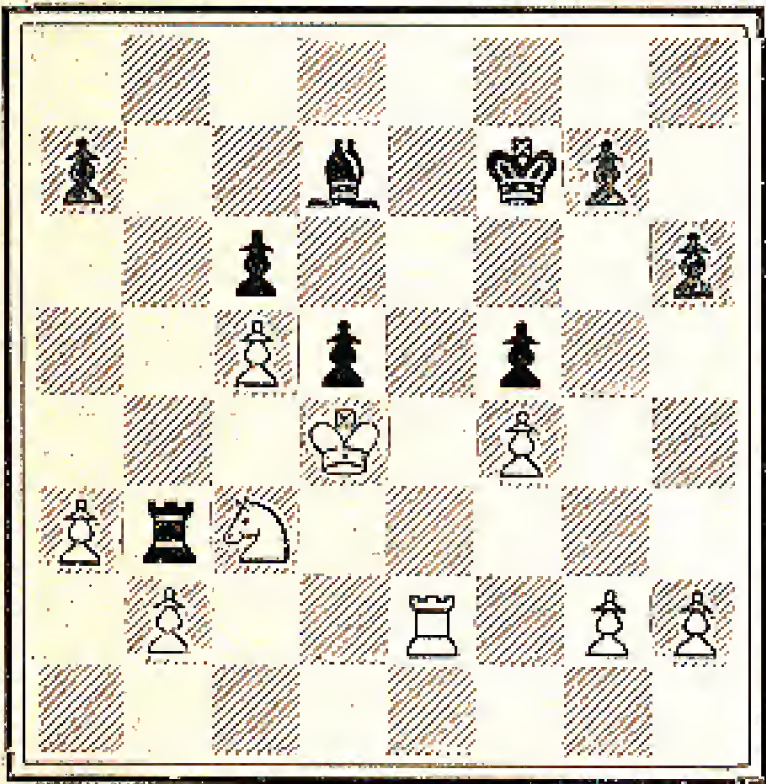
If 26 . . . R x R; 27 KtxR and Black cannot maneuver his King to the center by the sacrifice . . . P-Q5.

27 K-K3

28 K-Q4

R-Kt6

.



Another river crossed: the King is centralized. And while White marches steadily onwards, Black is a sad spectator—such is life with a bad Bishop.

28

29 Kt-R2

K-B3

R-Kt1

He admits that he cannot hold the Pawns. On the try 29 . . . P-QR4; 30 Kt-B1, R-Kt1; 31 P-QKt3 will lead to P-QKt4 shortly.

30 P-QKt4

P-Kt4

Hoping to get some counterplay on the K-side. The alternative 30 . . . P-QR4; 31 P x P!, R-QR1; 32 Kt-B3, R x P; 33 P-QR4 immobilizes Black's Rook and creates a dangerously distant passed Pawn.

31 P-Kt3

32 P x P

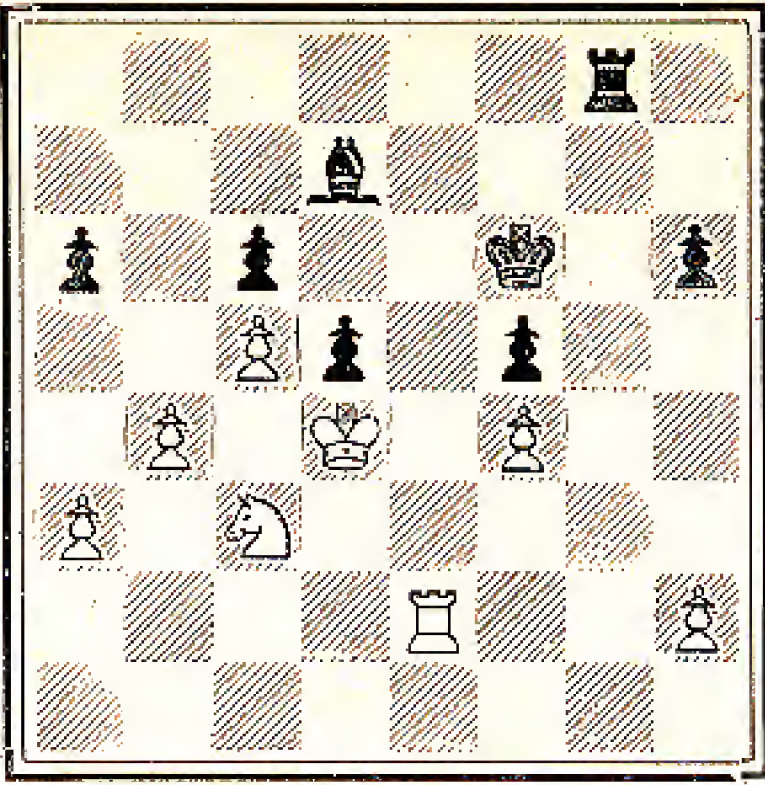
33 Kt-B3

P x P

P-R3

R-Kt1

Abandons the QKt file because on R-QKt2, P-QR4 compels P-Kt5 for White against any defense.



The picture this time indicates another step forward: White has control of all the important squares and need only choose the right moment for the decisive P-Kt5.

34 P-QR4

35 R-KB2

R-Kt5

B-K3

He has only a choice of evils. On 35 . . . B-K1; White has a precise win with 36 P-Kt5, RP x P; 37 P x P; 38 KtxPch, K-K3; 39 R-K2ch, K-B2; 40 R x B! K x R; 41 Kt-B6ch, K-K2; 42 KtxR, P x Kt; 43 P-B5, P-R4; 44 P-QB6, P-R5; 45 P-B7 and White queens with check.

36 P-Kt5!

.

At last!

36

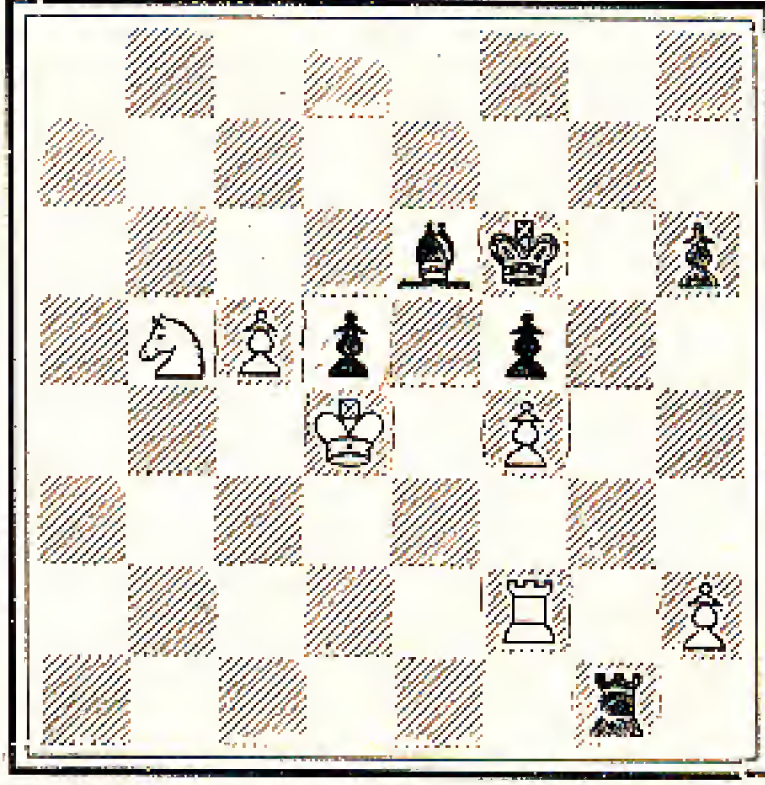
37 P x P

38 KtxKtP

RP x P

P x P

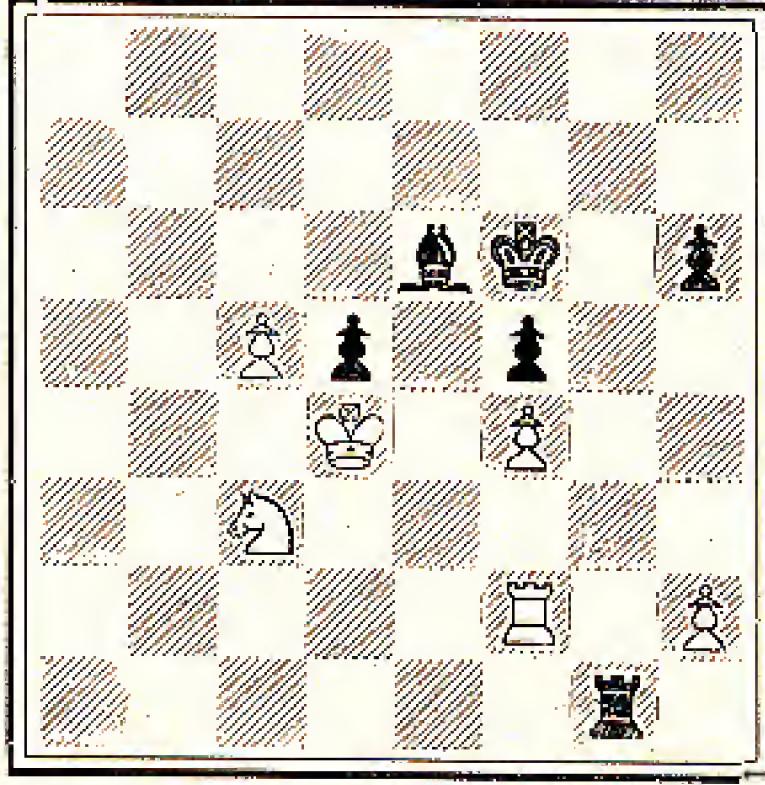
R-Kt8



A new scene: on the Q-side there is a powerful passed Pawn, which decides in short order.

39 Kt-B3!

.



And suddenly Black, with his crippled Bishop, makes a discovery which Blacks always make in such positions: his Pawns, on White squares will fall like ripe apples.

39

K-B2

The only way to prevent KtxPch, but now White's pieces occupy the bomb craters.

40 R-QKt2

41 Kt-K2!

R-KB8

.

Precision is the keynote: on 41 K-K5, R-K8ch; 42 K-Q6?, P-Q5! offers some possibilities.

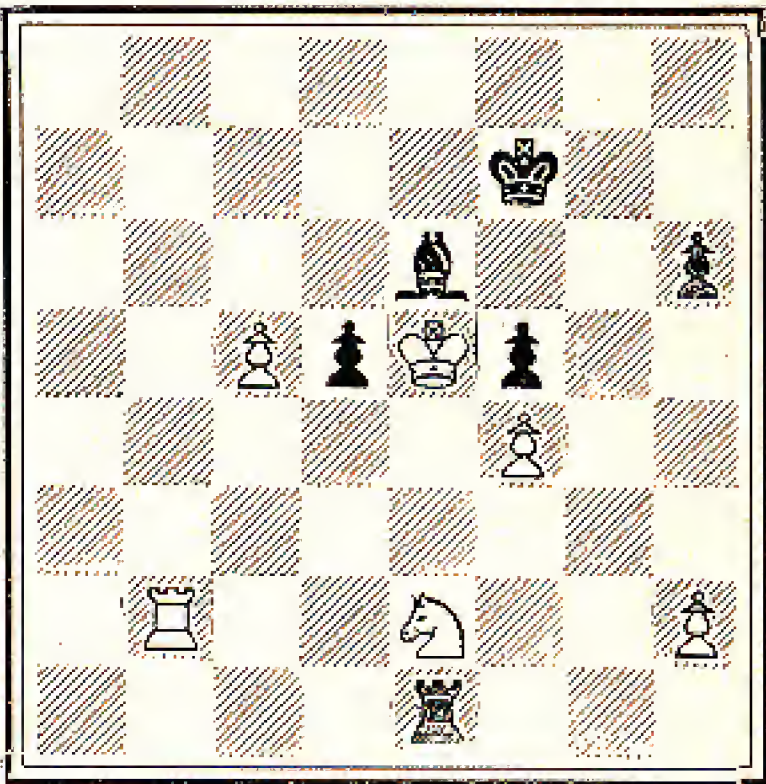
41

R-K8

There is nothing to be done: if 41 . . . K-B3; 42 P-B6, R-B7; 43 P-B7, R x RP; 44 R-Kt6! decides at once.

42 K-K5!

.



The semi-final stage is the inevitable Zugzwang: Black must give up a Pawn.

42

P-Q5

Desperation, for 42 . . . K-K2; 43 P-B6 is hopeless, e.g., 43 . . . P-Q5; 44 R-Kt7ch, K-Q1; 45 K-Q6!, R x Kt; 46 R-Kt8ch, B-B1; 47 P-B7ch etc.

43 K x P

44 Kt-B3

K-Kt3

.

The win is quite simple, but there are still traps. 44 K-K5??, B-B5 loses a piece, 44 P-B6 was also good enough, however.

44

45 R-K2

K-R4

.

Finis.

45

46 KtxR

47 K-K5

48 Kt-Q4

49 KtxP!

R x R

K-Kt5

B-B1

P-R4

.

A minor brilliancy.

49

Or 49 . . . B x Kt; 50 P-R3ch, etc.

50 Kt-Kt7

51 P-B5

52 Kt-K6ch

B-Q2

B-R5

K-Kt4

Resigns

A splendidly logical game.

CORRECTION: Unfortunately, the players' names in the "Game of the Month" for October were transposed. Martin Stark played White, Weaver Adams Black—Ed.

NAJDORF BREAKS BLINDFOLD RECORD

Miguel Najdorf, ace Polish master, stranded in Argentina at the outbreak of war, broke the world's record for simultaneous, blindfold play by contesting the staggering total of forty boards at Rosario, Argentina on October 10th. The achievement was all the more remarkable as he faced two players at each board, for a total of eighty opponents, and wound up with a final score of 36 wins, 3 losses and 1 draw! The feat was accomplished in seventeen hours and thirty five minutes.

In surpassing the previous mark of 34 boards, set by George Koltanowski at Edinburgh, Scotland in 1937, Najdorf has established an almost insurmountable goal. According to authorities, the addition of a single board to the already weighty total is the equivalent of a great number at the lower levels; and the limit of human mental endurance would seem to have been reached.

The history of simultaneous, blindfold play dates back to 1266, when in Florence, Italy, Bizzeca, without sight, engaged two adversaries, and a third in over the board combat. He won two and drew the odd game. For 517 years no one attempted to duplicate this spectacle. In 1783, when Philidor played three blindfold games, the performance was regarded as miraculous, and affidavits were drawn up attesting to the fact. It was feared that future generations would deny its credibility.

At the First American Chess Congress at New York, 1857, Louis Paulsen opposed five players, one of whom was the inimitable Morphy, who also played blindfold. Morphy won the encounter. Later Paulsen advanced the number to ten, but this exhibition was a lengthy affair, requiring two sessions of eight hours each. Paul Morphy was expert in this branch of the game and gave many blindfold exhibitions, but made no effort to break the record.

A few years after he had learned to play chess, Blackburne was able to conduct ten blindfold games, quickly and with ease. Later he reached a total of sixteen. Blackburne distinguished himself by announcing a mate in 16 moves during a seance. Zukertort was able to tie Blackburne's record in 1876.

Harry Nelson Pillsbury, American luminary, played 16, then 17 and later 20 games in 1900, all as a matter of course. During the Hanover 1902 tournament, on his day of rest, he engaged 21 of the best players of Germany, permitting his opponents to consult and move the pieces. In the same year he set a new mark by taking on 22 at Moscow.

The record stood for almost twenty years when Reti increased the number to 24 in 1921. He in turn was outdistanced by Breyer who added another game. Then came Alekhine. He first tackled 26, and later 28, in 1925. Alekhine probably met the stiffest resistance of all blindfold experts during the 1924 performance. Among his adversaries were listed the names of Kashdan, Pinkus and Herman Steiner, and all the other players were well above the average strength. A few months later at San Paolo, Reti raised the number to 29, and in 1931 Koltanowski exceeded this figure by one. Alekhine again increased the number to 32 at Chicago in 1932. George Koltanowski reached the 34 mark in 1934, and this total was the peak for nine years.

According to Alekhine's "Auf dem Wege zur Weltmeisterschaft", blindfold play is forbidden by law in Russia. Various experts have enhanced their performance by engaging in other games at the same time. For example, Pillsbury would play draughts and whist in conjunction with blindfold chess. A

novel occurrence was that of the organist Sir Walter Parratt, who was able to play a Beethoven Sonata while contesting two blindfold games. No less a feat was that of A. F. Mackenzie who composed a number of problem masterpieces while blind.

Najdorf Wins Tournament

Najdorf's record-breaking blindfold exhibition was staged at Rosario, Argentina. At this same city, during the month of July, Najdorf won first prize in a tournament held under the auspices of the Newell's Old Boys' Athletic Club. Palestinian internationalist M. Czerniak was second. The final standings and two games from this event are given below.

| | W | L | D | Total |
|------------|---|---|---|-------|
| Najdorf | 6 | 0 | 2 | 7 -1 |
| Czerniak | 6 | 1 | 1 | 6½-1½ |
| Michel | 4 | 1 | 3 | 5½-2½ |
| O. G-Vera | 4 | 2 | 2 | 5 -3 |
| R. G-Vera | 4 | 3 | 1 | 4½-3½ |
| Guistina | 4 | 4 | 0 | 4 -4 |
| Campanella | 1 | 6 | 1 | 1½-6½ |
| Parodi | 0 | 6 | 2 | 1 -7 |
| Ivancich | 0 | 6 | 2 | 1 -7 |

QUEEN'S INDIAN DEFENSE

| Garcia-Vera | | Najdorf | |
|-------------|--------|----------|---------|
| White | | Black | |
| 1 P-Q4 | Kt-KB3 | 17 P-QR3 | Q-Kt2 |
| 2 P-QB4 | P-K3 | 18 Q-Q3 | PxBP |
| 3 Kt-KB3 | P-QKt3 | 19 QxP | P-QKt4 |
| 4 P-KKt3 | B-Kt2 | 20 Q-K2 | RxP |
| 5 B-Kt2 | B-K2 | 21 B-B3 | RxR |
| 6 O-O | O-O | 22 RxR | P-QB4 |
| 7 Kt-B3 | Kt-K5 | 23 Q-Kt4 | B-B1 |
| 8 Q-B2 | KtxKt | 24 Kt-B4 | QxP |
| 9 QxKt | B-K5 | 25 P-B3 | Q-B5 |
| 10 Kt-K1 | BxB | 26 R-Q7 | Kt-Kt1 |
| 11 KtxB | P-QB3 | 27 R-Q3 | R-K1 |
| 12 Q-B2 | P-Q4 | 28 P-Kt3 | QxP |
| 13 P-K4 | Kt-R3 | 29 Kt-R5 | Q-Kt8ch |
| 14 B-Q2 | Q-Q2 | 30 K-Kt2 | QxR |
| 15 QR-Q1 | KR-Q1 | Resigns | |
| 16 KR-K1 | QR-B1 | | |

FOUR KNIGHTS' GAME

| Czerniak | | Michel | |
|----------|---------|---------------|-------|
| White | | Black | |
| 1 P-K4 | P-K4 | 19 QR-K1 | P-Kt3 |
| 2 Kt-KB3 | Kt-QB3 | 20 RxR | BxR |
| 3 Kt-B3 | Kt-B3 | 21 R-K5 | B-Q2 |
| 4 P-Q4 | PxP | 22 K-B3 | R-Kt3 |
| 5 KtxP | B-Kt5 | 23 R-QR5 | R-Kt2 |
| 6 KtxKt | KtPxKt | 24 B-K4 | K-K2 |
| 7 B-Q3 | P-Q4 | 25 R-R6 | K-Q3 |
| 8 PxP | Q-K2ch | 26 K-Q4 | B-K1 |
| 9 Q-K2 | KtxP | 27 P-B5ch | K-K2 |
| 10 QxQch | KxQ | 28 BxBP | BxB |
| 11 P-QR3 | B-R4 | 29 RxB | K-Q2 |
| 12 B-Q2 | KtxKt | 30 R-B6 | K-K2 |
| 13 PxKt | B-K3 | 31 R-R6 | R-Kt8 |
| 14 P-QB4 | BxBch | 32 K-Q5 | K-Q2 |
| 15 KxB | QR-QKt1 | 33 P-B6ch | K-K2 |
| 16 KR-K1 | K-B3 | 34 RxP | |
| 17 P-B4 | KR-K1 | And White won | |
| 18 R-K5 | B-Q2 | | |



Pennsylvania State Champion Gutekunst (left) plays M. Simsak at the annual State Federation Tourney, held this year in Pittsburgh. Watching are contestants R. Reel (left) and Alec Hoffman.

Penn State Title Tourney

Thomas C. Gutekunst of Allentown was the winner of the Fifth Annual Tournament of the Pennsylvania State Chess Federation, held at the Roosevelt Hotel, Pittsburgh, over the Labor Day weekend, September 4-6. Without the loss of a single game, Gutekunst, present Lehigh Valley titleholder, scored five wins and two draws in the finals to take undisputed possession of first place and the 1943 Pennsylvania State Title. Runners-up were R. P. Smith of Pittsburgh and M. Simsak of Bethlehem who were out-distanced by the odd ½ point to finish with a score of 5½-1½. C. S. Shive of Shippensburg was fourth with 5-2.

Table of leading scores:

| | | | | | | |
|-----------------|------|-------|--------------|------|-------|----|
| T. C. Gutekunst | 6 | -1 | W. Wagner | ---- | 6 | -1 |
| R. P. Smith | ---- | 5½-1½ | P. B. Driver | -- | 5 | -2 |
| M. Simsak | ---- | 5½-1½ | D. B. Hatch | ---- | 4½-2½ | |
| C. S. Shive | ---- | 5 | | | -2 | |

A total of 31 players, representing fourteen sections of the state, competed in the tournament. The event was played under the Swiss System, which proved popular and well adapted to a tourney of this size.

J. Firestone of Pittsburgh, hard-hitting heavy-weight, scored a beautiful win over L. H. Buck of Bethlehem, for which he was awarded the brilliancy prize, while R. P. Smith earned the "shortest game" prize for his victory over R. Grim. Sensation of the event was 17 year old Durwood Hatch of Altoona. Playing in his first over-the-board tournament, postal player Hatch held the first two prize winners to draws, turned in the fine score of 3 wins, 1 loss and 3 draws.

Blindfold expert George Koltanowski officiated as

Tournament Director, opened the Congress on Friday evening, September 3rd, with a simultaneous exhibition.

At the annual business meeting W. M. Byland was reelected Federation President for the fourth year. Other elected officers: R. P. Smith, Pittsburgh, and Don R. Webb, Waynesboro, Vice Presidents; J. W. Stevenson, Ortanna, Secretary-Treasurer, Elected directors: A. W. Fey, Hazleton, Woody Young, Allentown, P. B. Driver, Philadelphia, and Dr. R. Webb, Waynesboro. Gettysburg was selected as the site of the 1944 Federation meeting.

ENGLISH OPENING

| W. Wagner | | C. S. Shive | |
|-----------|--------|-------------|--------|
| White | | Black | |
| 1 P-KKt3 | Kt-QB3 | 17 R-Q4 | QR-Q1 |
| 2 P-QB4 | P-K4 | 18 KR-Q1 | RxR |
| 3 B-Kt2 | Kt-B3 | 19 RxR | Q-K2 |
| 4 Kt-QB3 | B-K2 | 20 B-KR3 | P-KKt3 |
| 5 Kt-B3 | P-Q3 | 21 R-Q3 | Kt-Q4 |
| 6 P-Q4 | PxP | 22 B-K5 | B-Kt2 |
| 7 KtxP | KtxKt | 23 Q-Q4 | BxB |
| 8 QxKt | O-O | 24 QxB | P-QR3 |
| 9 O-O | P-B3 | 25 R-KB3 | Q-Q2 |
| 10 P-Kt3 | Q-B2 | 26 P-K4 | Kt-B2 |
| 11 B-Kt2 | R-K1 | 27 R-B6 | P-Kt3 |
| 12 QR-Q1 | B-K3 | 28 B-Kt4 | P-QR4 |
| 13 Kt-K4 | P-Q4 | 29 P-KR4 | P-QKt4 |
| 14 Kt-Kt5 | PxP | 30 P-R5 | PxP |
| 15 KtxB | PxKt | 31 BxP | R-KB1 |
| 16 QxBP | B-B1 | | |

White announced mate in four: 32 Q-Kt4ch, Q-Kt2; 33 RxRch, KxR; 34 Q-Q8ch, Kt-K1; 35 QxKt mate.

GAMES FROM SYRACUSE

MORE GAMES FROM THE U. S. OPEN CHAMPIONSHIP

QUEEN'S PAWN GAME

The "Stonewall" unrestrained, as a weapon of attack, gains momentum to force rapid capitulation.

A. E. Santasiere R. Welch

White Black

1 P-Q4 P-Q4
2 P-K3 P-K3
3 B-Q3 Kt-KB3
4 P-KB4 P-B4
5 P-B3 QKt-Q2

5 ... Kt-K5 and the reinforcing 6 ... P-B4, would lead to the double "Stonewall", against which White can make little headway.

6 Kt-B3 B-K2
7 QKt-Q2 P-QKt3
8 Kt-K5 B-Kt2
9 Q-B3 O-O
10 P-KKt4

An incisive Pawn advance which shortly exposes the enemy King.

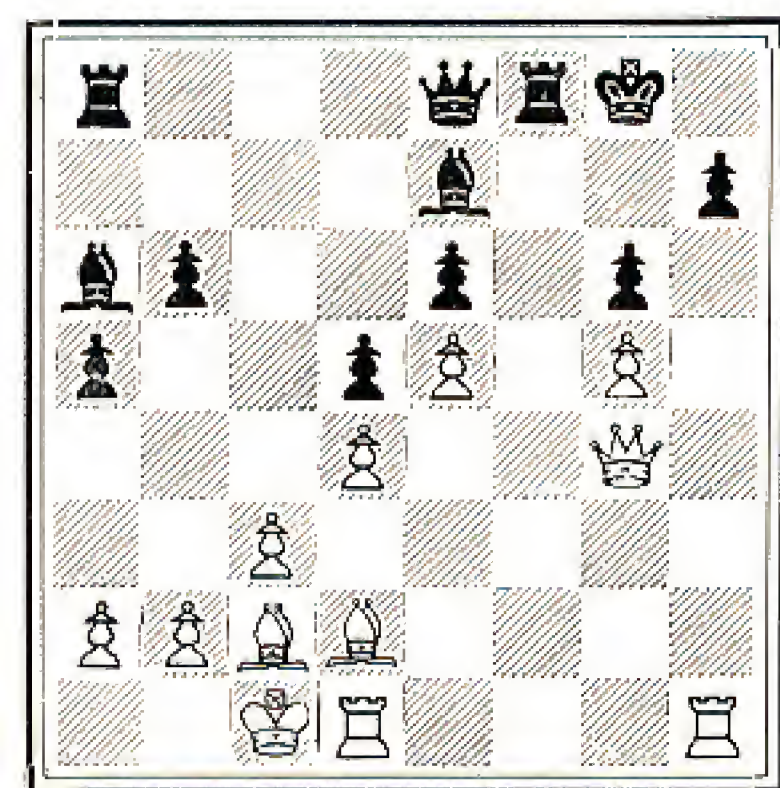
10 P x P

Only aggravating the tough defense ahead of him, as now White's QB, which is hemmed in by his KP, will be free to join in the fray.

11 KP x P P-Kt3
12 P-KR4 Kt x Kt
13 BP x Kt Kt-K5
14 P-Kt5 Kt x Kt
15 B x Kt P-QR4

Black is reduced to marking time until White undertakes the final assault.

16 Q-Kt4 Q-Q2
17 P-R5 B-R3
18 B-B2 Q-Kt4
19 P x P BP x P
20 O-O-O Q-K1



21 R x P!! K x R
22 Q-R5ch K-Kt1
23 B x P R-B2
24 R-R1 Resigns

QUEEN'S GAMBIT ACCEPTED

An old trap, but still refreshing.

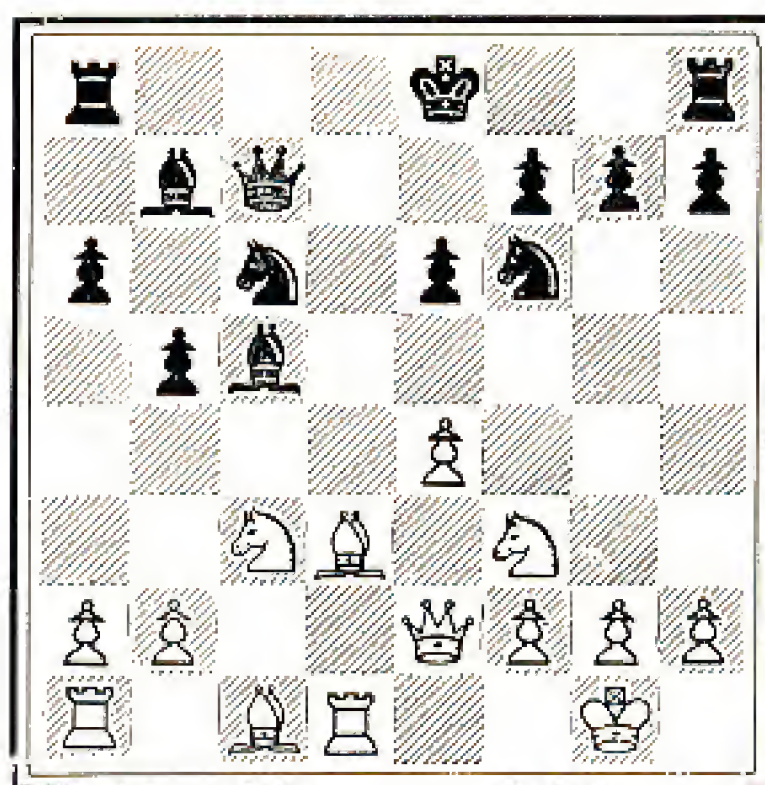
B. Altman G. Katz

White Black

1 P-Q4 P-Q4
2 P-QB4 P x P
3 Kt-KB3 Kt-KB3

4 P-K3 P-K3
5 B x P P-B4
6 O-O P-QR3
7 Kt-B3 P-QKt4
8 B-Q3 B-Kt2
9 Q-K2 Kt-B3
10 R-Q1 Q-B2
11 P x P B x P
12 P-K4?

This natural looking move is the beginning of the end. Relatively best is 12 P-QR3, followed by 13 P-QKt4 and 14 B-Kt2.



12 Kt-KKt5
13 R-B1 Kt-Q5
Resigns

The loss of Queen or mate cannot be avoided.

CATALAN OPENING

Black jettisons his cargo and saves a sinking ship. Interesting is the fact that White, with Queen and two Pawns vs. Knight and Pawn, cannot win the ending.

1. A. Horowitz G. Katz

White Black

1 P-Q4 Kt-KB3
2 P-KKt3 P-K3
3 B-Kt2 P-Q4
4 Kt-KB3 P-B4
5 P-B4 QP x P
6 Q-R4ch B-Q2
7 Q x BP Kt-B3
8 O-O P x P
9 Kt x P R-B1
10 Kt-QB3 Kt x Kt
11 Q x Kt B-B4
12 Q-KR4 B-B3
13 B-Kt5 B x B?
14 K x B B-K2
15 Q-R4ch Q-Q2
16 Q x P

White risks the gain of a Pawn, at the expense of time. The next step is to consolidate.

16 P-R3
17 B-B4 Kt-Kt5
18 Q-R4 Q x Q
19 Kt x Q P-K4
20 QR-B1 O-O
21 B-Q2 KR-Q1
22 R x R R x R
23 R-B1 R x R
24 B x R P-B4

25 P-KR3

Kt-B3

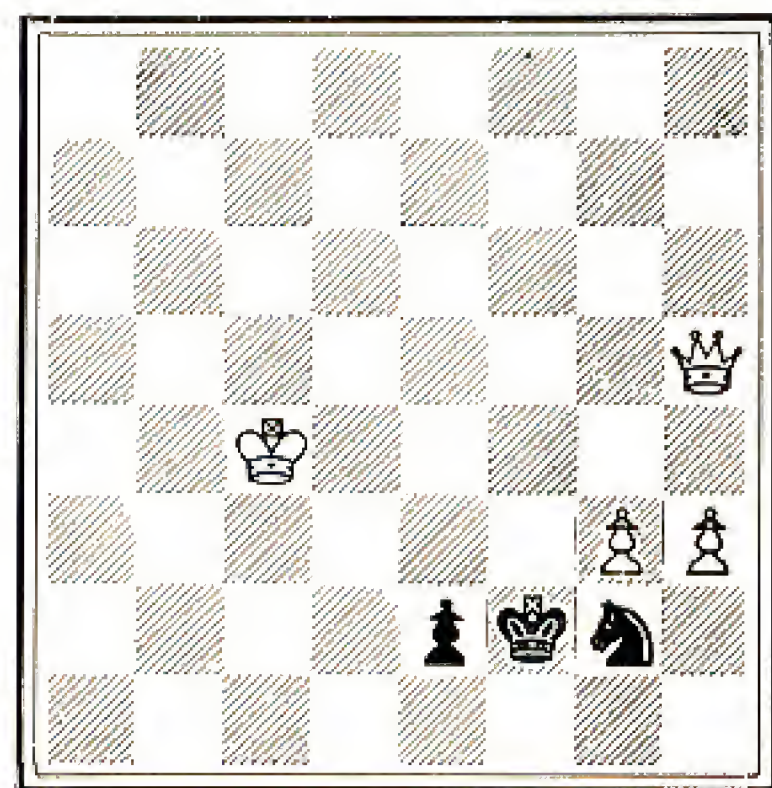
With a Pawn plus, the ending should be a comparatively easy win. But White credits Black with no resource ... and he is surprised.

26 Kt-B3 K-B2
27 P-B3 P-K5
28 B-K3 B-Kt5
29 B-Q4 B x Kt
30 B x B Kt-Q4
31 P x P P x P
32 K-B2 P-KKt3
33 B-Q2 P-R4
34 K-K1 K-K3
35 K-Q1 P-K6
36 B-B3 K-B4
37 P-QR4 P-KKt4
38 B-K1 K-K5
39 K-B2 Kt-K2
40 P-R5 Kt-B4
41 P-QKt4 Kt-Q5ch
42 K-B3

If he retreats his King to Q1, White is stymied.

42 Kt x Pch
43 K-B4 Kt-Q5
44 P-Kt5 Kt-B6
45 P-R6 P x P
46 P x P Kt x B
47 P-R7 P-K7
48 P-R8(Q)ch K-K6
49 Q-R3ch K-B7
50 Q-B5ch K-B6
51 Q x P Kt-Kt7
52 Q x Pch K-B7

Oddly enough, the position cannot be won by force. The rest is played with a prayer.



53 Q-KB5ch K x P
54 Q-K5ch K-B7
55 Q-Q4ch K-B6

White's last hope is gone. If 55 ... Kt-K6ch? White wins: 56 K-Q3, P-K8(Q); 57 Q-R4ch, K-B8; 58 Q x Qch, K x Q; 59 K x Kt, etc.

56 Q-Kt4ch K-B7
57 Q-Q4ch K-B6
58 Q-Q5ch K-B7
59 Q-Q2 K-B6
60 Q-Q5ch K-B7
61 Q-Q4ch K-B6
62 Q-Kt4ch K-B7
63 Q-B5ch K-Kt6
64 Q-Q3ch K-B7
65 Q-Q2 K-B6
66 P-R4 P-K8(Q)
67 Q x Q Kt x Q
68 P-R5 Kt-Kt7
69 P-R6 Kt-B5
Draw

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3. *A K I B A* *R U B I N S T E I N*

Akiba Rubinstein is the great endgame artist of chess history. There are many remarkable achievements by other masters, but by and large, for accuracy, profundity and sheer beauty, Rubinstein's endgames have never been equalled.

At an early age, chess became the sense of existence for him. Born in Stawiski, in Russian Poland, on December 12, 1882, he was brought up in the strict classical Hebrew tradition, slated to study, meditate, perhaps add some new subtleties to the complexities of the Talmud. The form of his life indeed remained true to the pattern set up, completely divorced from everyday cares, dedicated in toto to an all-devouring discipline. But instead of the Holy Books, chess soon came to fill his mind, day and night. At the age of 16 he learned the moves—the relatively late date was probably a handicap. With typical Talmudic contempt for mundane considerations, he plunged into the game, immediately. He had found his metier and was never to leave it again.

As is always the case with chess geniuses, improvement was rapid. He had not been playing for more than four or five years when he won a match from Salwe, a true coffee-house champion, but a first-class expert none the less. Then to Barmen, in 1905, where he was officially awarded the title of master, according to the well-ordered German scheme.

Lasker was then champion; Tarrasch and the other members of the older guard—Maroczy, Burn, Janowski—were dominant. Of the younger generation only Marshall had broken into the ranks. But no sooner had Rubinstein earned the right to take part in international tournaments than he began his march to the top. At Ostend 1905 third, Ostend 1906 second. Then came the greatest victories of all—first at Carlsbad, 1907, with everybody there except

Lasker, win from Marshall in the equivalent of a match at Lodz in 1908, finally tie with Lasker for first at St. Petersburg, 1909. To cap it all, he won their individual encounter, an immortal masterpiece. Rubinstein was freely spoken of as the next champion.

Had Rubinstein played a match with Lasker in 1910, instead of Schlechter, he might well have realized the ambition of his life. But the poor Jewish boy from a Polish ghetto had little backing in his own country, and none in any other. No clubs or individuals — as with Alekhine — were so enthused by his genius that they offered to support him. There was nothing to do but continue until a lucky break came along. Instead, fate produced Capablanca.

After San Sebastian 1911, when the Cuban star nosed him out, Rubinstein was still always near the top of the world's masters, but he never again regained the esteem he had enjoyed in 1909. True, in 1912, he scored no less than five first prizes in international tournaments. But neither Capa nor Lasker took part in any of them — and they were his only superiors. Then the serious setback at St. Petersburg in 1914, where he could not even make the finals, the war, four years of non-productive starvation, and Rubinstein was no longer one of the select handful of world championship candidates. Before his retirement in 1932, he gathered in countless first prizes, played numbers of great games, but the Lasker-Capablanca-Alekhine trio, not to mention Reti, Nimzovitch and many others, always outshone him.

Slowly a tragic persecution complex engulfed his mind. After 1932 serious chess was impossible, though he did play odd games with intimate friends. In 1940, when the Boches invaded Belgium, Rubinstein, in Antwerp, was one of their victims. There

has been no definite news of him since that time.

We are filled with a sense of the tragic when we review Rubinstein's career. Here is a man who might have been champion (though Lasker was certainly a greater master) but was never given the chance. More important, in so many of his games, we are carried away by their classic perfection, and feel impelled to say: better chess cannot be played by mortal man. And yet first prizes, later even third and fourth prizes, escaped him all too often. The tragedy of Rubinstein arose because he played too much beautiful chess and too little winning chess.

The difference between winning chess and beautiful chess is appreciated only when we look at the game in the right light, when we compare it with other occupations, serious and recreative. And that Rubinstein was unable to do. His incredibly intense absorption in chess, to the exclusion of everything else, reveals that he was driven by a burning ambition which could not be realized precisely because it was so all-consuming. Paradoxically, to give the best that he has, the chess master must step to one side in order to see himself and the game in the proper perspective.

Personally, Rubinstein was the simplest of souls. Silence was his rule. Even in chess he said little. When the famous Swedish *Laarobok* was being written right after the last war, the sponsor, Colijn, heard that Rubinstein had a copy of the German *Handbuch*, with various marginal comments. Colijn bought the book for a fantastic price, about \$1,000, but Rubinstein's "notes" did not cover two pages when they were put together. During the 1928 Bad Kissingen tournament Tartakower wittily remarked one day that he had just sent his one millionth telegram, while Rubinstein had just uttered his tenth word in two weeks.

All his passion, all his love, were given over to chess. And his games are things of beauty that will last forever. Rubinstein variations have enriched countless openings, most notable being the refutation of the Tarrasch defense, and the aggressive reply which virtually killed the Four Knights' as a tournament weapon.

The middle game was Rubinstein's Achilles' heel. Naturally he could conduct both attack and defense creditably. What he lacked was the will to admit complications. Even in the opening, most of his innovations are methods of simplification. His genius was rectilinear, so to speak — suspense, uncertainty, were intolerable. He always played the board, never the opponent, which added to the objective value of his games, but made it so much harder for him to be successful. Curiously, in most of his greater games the Rook and Bishop—straight line pieces—stand out. Knights are rarely seen; Queens, made for combined operations, are likewise infrequent.



GRANDMASTER AKIBA RUBINSTEIN

"His games are things of beauty that will last forever . . . better chess cannot be played by mortal man."

In the endgame he is supreme. Here he could execute a set plan with little hindrance. And it is here, above all, that he provides us with an inexhaustible galaxy of masterpieces. In Rook and Pawn endings especially, he is beyond compare. To cite but one example we need only recall his game with Matison, at Carlsbad, in 1929, which his colleagues called black magic.

While we have emphasized the finales, it must not be supposed that Rubinstein could not play all-round great chess. Quite the contrary. We are enchanted by Rubinstein's play because of its objectivity, its clarity, and its precision. On the whole, in fact, his games are second only to Alekhine's.

Rubinstein's masterpieces are the priceless legacy of an unhappy genius. His immortal win against Rotlewi is one of the most famous games of all time. Played when he was at the threshold of his career, it was a harbinger of his brilliant future. The game appears on the following pages.

► No. 4 in this series next month, in the December issue.—Editor.

Rubinstein's Immortal Game

We have stressed Rubinstein's endgame genius, and it may be surprising to find that in this example his opponent is crushed long before the endgame is reached. Nevertheless, in a very real sense the game is typical of Rubinstein's style, the main characteristic of which is incomparable precision. In the opening his play looks and is routine for a while. Then his opponent makes a slight error, which would be meaningless to the average man. Rubinstein seizes upon the mistake, builds up an overwhelming position and crowns it with a divine combination. There was nothing at stake—yet no more perfect chess can be played.

Lodz, 1907 or 1908 QUEEN'S GAMBIT DECLINED

| White | Black |
|----------|--------|
| 1 P-Q4 | P-Q4 |
| 2 Kt-KB3 | P-K3 |
| 3 P-K3 | P-QB4 |
| 4 P-B4 | Kt-QB3 |

A variation which was quite popular at the time, chiefly because of Tarrasch, who claimed that it represented the best moves for both sides. Black cannot complain, for he has equality immediately.

| | |
|---------|-------|
| 5 Kt-B3 | Kt-B3 |
| 6 QPxP? | |

A positional error which presents Black with an extra tempo. 6 B-Q3 is best, though it is already too late for White to hope to get any real advantage.

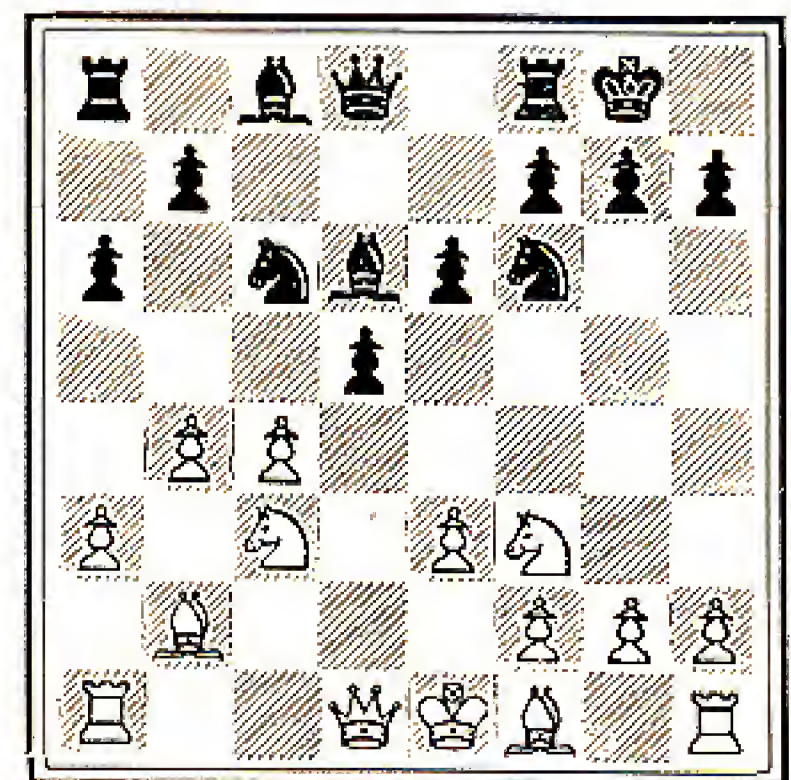
| | |
|---------|------|
| 6 | BxP |
| 7 P-QR3 | |

Throwing good money after bad. He is unwilling to make the natural move, developing his KB, because the reply ... PxP would reverse the colors and leave Black with the initiative. Instead he temporizes, in the hope that Black will return the tempo with ... QPxP. Rubinstein does not oblige.

| | |
|----------|-------|
| 7 | P-QR3 |
| 8 P-QKt4 | B-Q3 |

The QP of course is indirectly defended: if 9 PxP, PxP; 10 KtxP?, KtxKt; 11 QxKt, BxPch.

| | |
|---------|-----|
| 9 B-Kt2 | O-O |
|---------|-----|



| | |
|----------|------|
| 10 Q-Q2? | |
|----------|------|

With the thought that now finally ... PxP will be forced, since in reply to the noncommittal 10 ... R-K1, 11 R-Q1 would be too strong. But he forgets that his development has been too badly neglected. 10 PxP, PxP; 11 B-K2 should have been played.

| | |
|---------|-------|
| 10 | Q-K2! |
|---------|-------|

An obvious sacrifice, yet nevertheless pleasing.

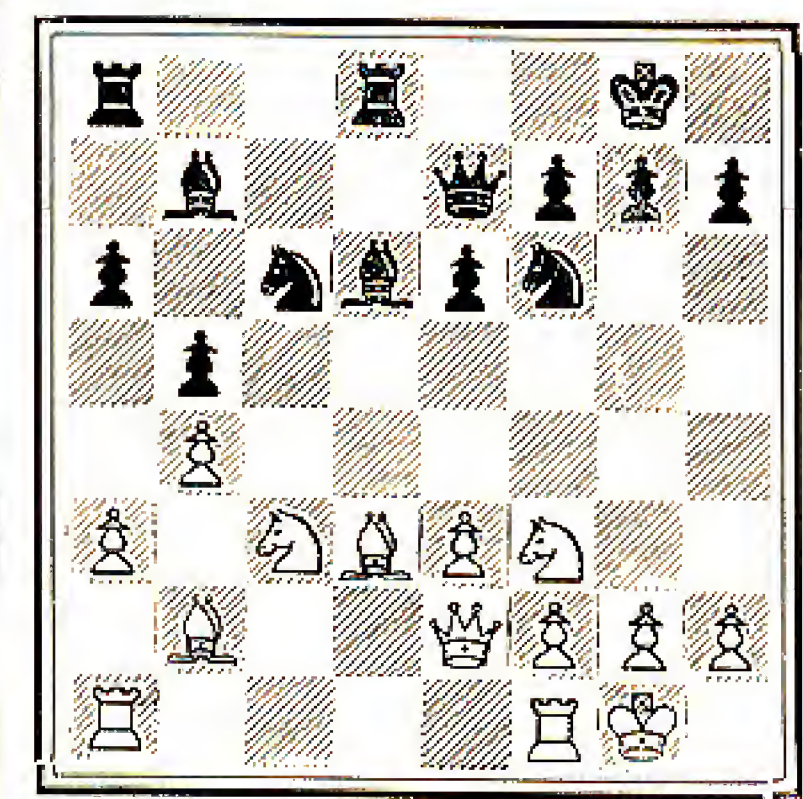
| | |
|----------|------|
| 11 B-Q3? | |
|----------|------|

Confused by the complications, he makes a second error. 11 PxP, PxP; 12 KtxP?, KtxKt; 13 QxKt, B-K3; 14 Q-Q1, KR-Q1 gives Black a devastating attack, but 11 PxP, PxP; 12 B-K2 was not too bad.

| | |
|---------|--------|
| 11 | PxP! |
| 12 BxP | P-QKt4 |
| 13 B-Q3 | R-Q1 |
| 14 Q-K2 | |

Sooner or later the Queen will have to leave the file. White has wasted too many moves, however—Rubinstein has come out of the opening with a clear advantage.

| | |
|---------|-------|
| 14 | B-Kt2 |
| 15 O-O | |



Black is one move ahead in development (R at Q1), but such a superiority is most fragile. How to nurse it along? The attack!

| | |
|---------|--------|
| 15 | Kt-K4! |
|---------|--------|

On 15 ... P-K4; 16 Kt-K4! Black's plus vanishes.

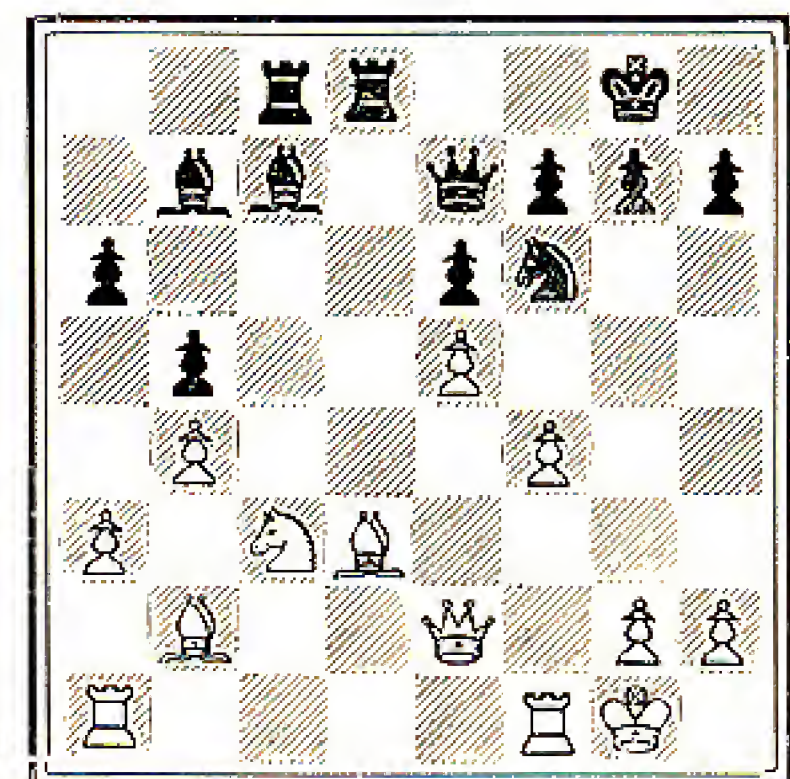
| | |
|----------|------|
| 16 KtxKt | BxKt |
| 17 P-B4 | |

There was a double threat of ... Q-Q3 and ... Q-B2. On 17 KR-Q1?, Q-B2; 18 P-B4, BxKt; 19 QR-B1, Kt-Q4 White cannot restore material equality. Strongest was simply 17 P-R3.

| | |
|---------|-------|
| 17 | B-B2 |
| 18 P-K4 | QR-B1 |

While Black already has much the better of it, cautious defense by White with QR-B1 might still have held the position together. Instead White opens up another line—a blunder on principle—and paves the way for one of the most magnificent combinations of all time.

| | |
|---------|------|
| 19 P-K5 | |
|---------|------|



| | |
|---------|---------|
| 19 | B-Kt3ch |
| 20 K-R1 | Kt-Kt5! |

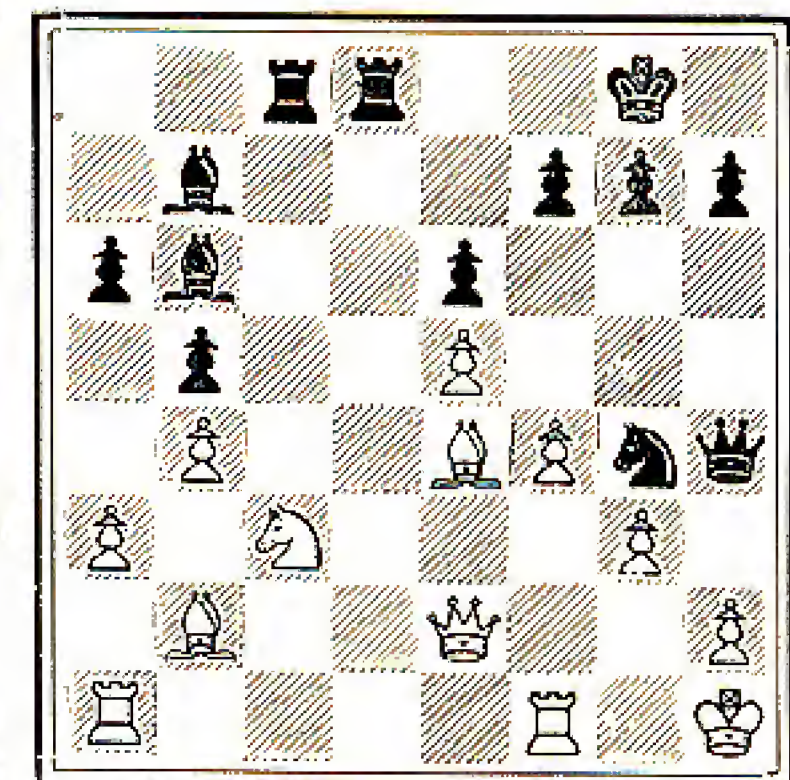
With threats in all directions, 21 QxKt, RxB; 22 QR-B1 loses against 22 ... R-Q7!

| | |
|---------|------|
| 21 B-K4 | |
|---------|------|

His choice is already restricted. On 21 Kt-K4 the pretty finish would have been 21 ... RxB!; 22 QxR, BxKt; 23 QxB, Q-R5 and mates, for if 24 P-R3, Q-Kt6.

| | |
|----------|-------|
| 21 | Q-R5! |
| 22 P-Kt3 | |

The only alternative, 22 P-R3, leads to a brilliant conclusion too, though not as dazzling as the text: 22 P-R3, RxKt!! (threatening ... RxRPch), with an easy win, the main variation being 23 BxR, BxB; 24 QxKt (24 QxB, Q-Kt6!), QxQ; 25 PxQ, R-Q6! and White will come out a piece behind.

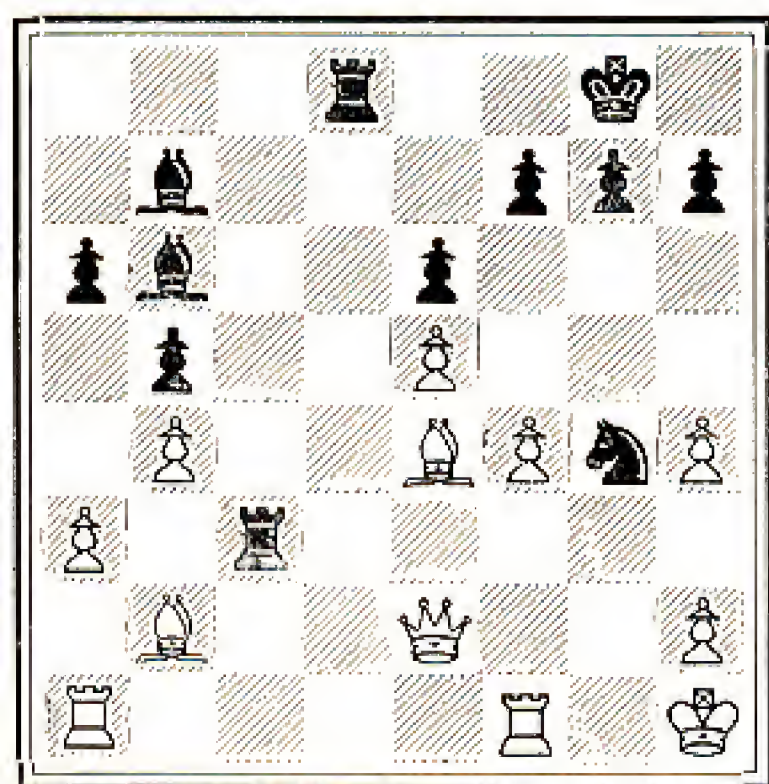


22 RxKt!!

A magnificent sacrifice, and a prelude to more.

23 PxQ

He accepts the biggest undefended piece. Less ambition, however, would not have saved him, for if 23 BxR, BxBch and mate in two, while if 23 BxB, RxKtP is quite sufficient.



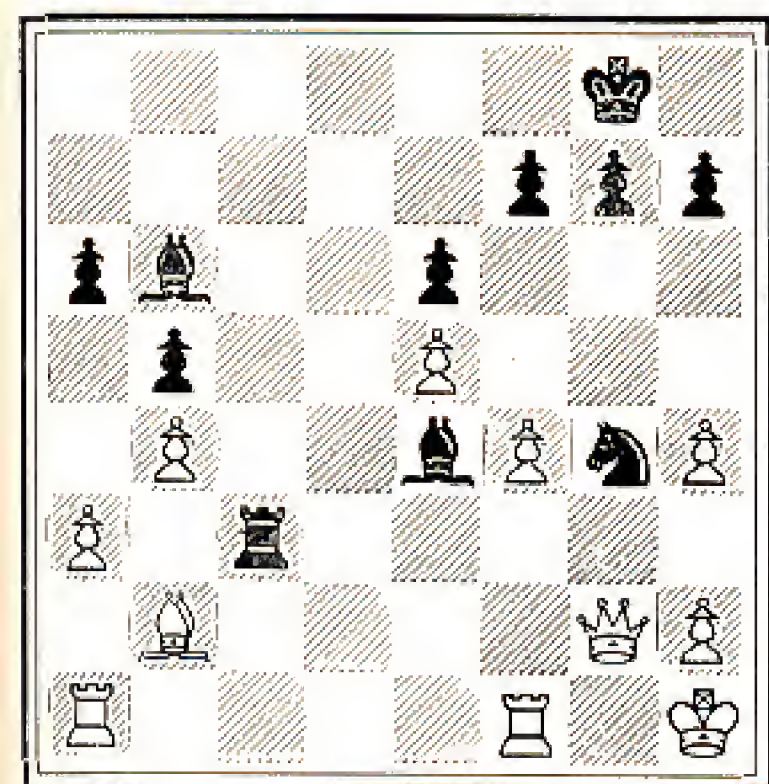
23 R-Q7!!!

The second display of fireworks, yet there is still more to come. A fascinating aspect of the whole thing is that White cannot even escape into the obscurity of a lost endgame by some wholesale counter sacrifice—whatever he does he is mated.

24 QxR

Or 24 QR-Q1, BxBch!, or 24 BxB, RxQ; 25 B-Kt2, R-R6! or even 24 R-B2, BxBch; 25 R-Kt2, RxQ.

24 BxBch
25 Q-Kt2



Now comes the final gem—

25 R-R6!!!!

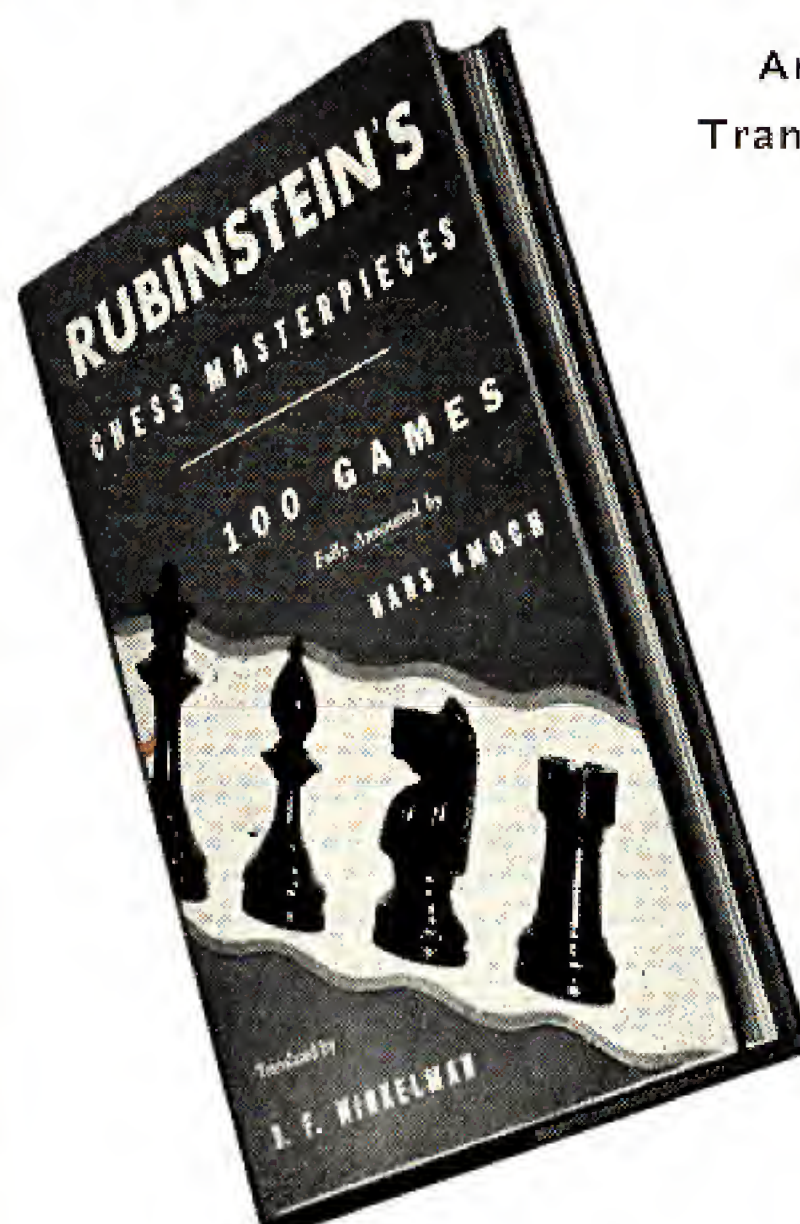
And . . . RxRP mate can be postponed by two offerings, but not prevented: 26 B-Q4, BxB; 27 R-B2, BxB; and then . . . RxP mate.

Resigns

A truly immortal game.

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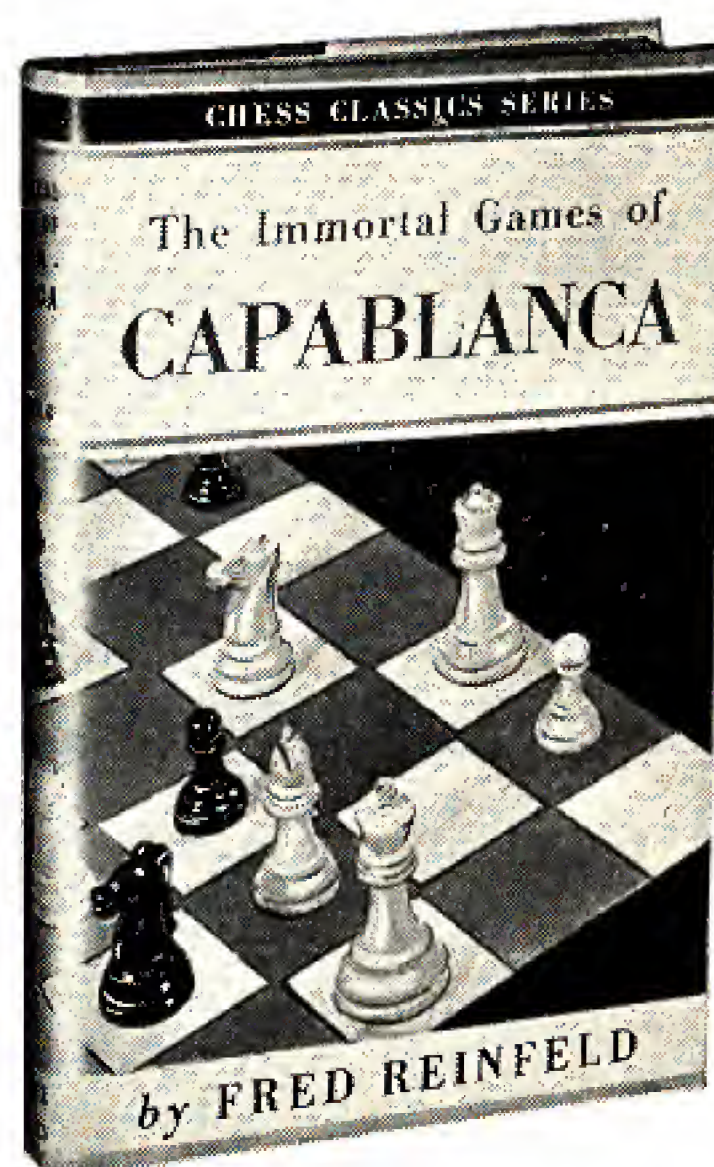
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Around the Chess World



U. S. Seamen learn how to play chess. . .

Mrs. Gisela K. Gresser, one of New York's leading women players, has shown patriotic and chessic initiative by introducing chess to U. S. seamen at the Maritime Workers Union hiring hall. The response has been unexpectedly encouraging and many seamen will have an interest in chess to sustain their morale on the tedious and perilous seas of a world at war.

The U. S. Amateur Championship Tourney will be held at New York's Marshall and Manhattan Chess Clubs. Prelims begin Nov. 14 at 2 p.m., end Nov. 20; finals begin Nov. 21, end about Nov. 28. Amateur Champion E. S. Jackson, Jr. will defend his title.

The Manhattan Chess Club of New York resumed its annual club championship tourney, abandoned last year. Three ex-champions are among the entrants—Arnold S. Denker, Jack Moskowitz and Harold K. Phillips. Other entries are Edward S. Jackson, Jr., Weaver W. Adams, Albert S. Pinkus, George Shainswit, Dr. Joseph Platz.

The Marshall Chess Club has started the prelims for its annual Championship Tourney. 29 players are competing in 4 sections. Champion A. E. Santasiere will defend in the finals.

Marvin Palmer of Detroit won the Michigan State Championship for the 4th time with a score of 6.0 during the annual meeting of the Michigan State Chess Association at the Palmi Chess Club, Jackson, Sept. 1-6. The President of the Association, Elias J. Van Sweden of Grand Rapids, took 2nd; Andrew H. Palmi of Jackson 3rd; Frank A. Hollway of Grand Rapids 4th.

Reuben Fine recently went to Guatemala, Central America, for a "vacation." Seven exhibitions awaited

him, to be played in 7 days! Two were blindfold, one was with clocks against 12 first class players. In a total of 206 games in the 7 exhibitions, Fine won 180, drew 22, lost 4.

Paul Keres won an "international" tournament at Madrid on October 23rd, according to an AP cable dispatch. He scored 13 points while his two closest competitors, Madrilenio Fuentes and the German Alfred Brinkmann, made 11½ and 9½ respectively.

The U. S. Air Force tackled the R.A.F. in the first armed services chess match to be held on British soil, according to the British Chess Magazine. Both sides lost some of their best men to operational duties at the time of the match (August). Score: RAF 2, USAF 0, with 2 games to be adjudicated. The US lineup: Pvt B. M. Coopersmith, Cpl. C. W. Hohlbein, Cpl. J. Bavin, T/H A. G. Benes. Coopersmith won 6 out of 7 in a Speed Tourney at the West London Club.

The Washington Chess Divan has upheld its boast of being one of the liveliest Chess Clubs in the country. October saw an Autograph party in which Reuben Fine discussed his latest "The Ideas Behind the Chess Openings" with Don Mugridge, a Hatfield-McCoy Feud, a Rapid Transit and the usual lively issue of WASHINGTON CHESS DIVAN NEWS.

Chess clubs are sprouting in U. S. war plants. Henry Rogan, recreational director of Curtis-Wright, plans chess teams from each plant division, a general tourney, a team to represent C-W against other war industry plants. . . At the Walworth Manufacturing Co., South Boston, Lewis R. Schultz is organizing a club with plans for a plant championship tourney.

W. W. Winans Jr. won the first rapid of the Rochester Chess & Checker Club. . . Elbert A. Wagner, Jr. of Chicago opened the Glen Ellyn CC with a talk and exhibition. . . H. J. Brown reports a new club meeting at 20 Trinity Place, Montclair, N.J. . . W. E. Fischer says the Golden Knights meet at 1529 E. Cork St., Kalamazoo, Mich. . . The Charleston (S. C.) CC meets Monday and Thursday at the St. George YMCA. . . The Essex Chess and Checkers Club, 199 Market Street, Newark, N. J. promises an active season. . . The Austin Chess and Checkers Club meets Monday and Thursday evenings at Austin Town Hall, Chicago. . . Freshman George Levinger won the summer tourney for the championship of Columbia University; Rhys Hays '46 and Morris Feinleib, School of Engineering, tied for second. . . The St. John CC, 20 Peter St., St. John, New Brunswick, has opened for the winter.



. . . under the expert guidance of Mrs. G. K. Gresser



Photo by Philadelphia Record

Philadelphia's **SAMUEL N. GERSON** awards his trophy to the chess team of Central High School.

All—Philadelphia High School Chess League has been organized with the help of Samuel N. Gerson, former wrestling and chess champion of the University of Pennsylvania. Five awards, the splendid Samuel N. Gerson Trophy for first place in the league, the Penn Chess Cup for second, and three awards for individual interscholastic champion, for runner-up and for the one who accomplished most for the League, served to spur the scholars to a successful season. Central High and Overbrook High placed first and second. The season closed with a banquet at the Broadwood Hotel attended by nearly 100 people. Former Philadelphia Champions Wm. A. Ruth and Barney Winkelman, and Isaac Ash, chess columnist of the Philadelphia Inquirer, made the principal speeches.

Late Flash!

Moscow, October 21st, via Press Wireless, by Nikolai Grekov: Sixty Moscow chessplayers, in five subdivisions, are now participating in the semi-finals of the Moscow Chess Championship Tournament. The winners of the first three places in each subdivision will take part in the finals, to be held in the near future, and will compete against Grandmaster Vassily Smyslov, present Moscow Champion.

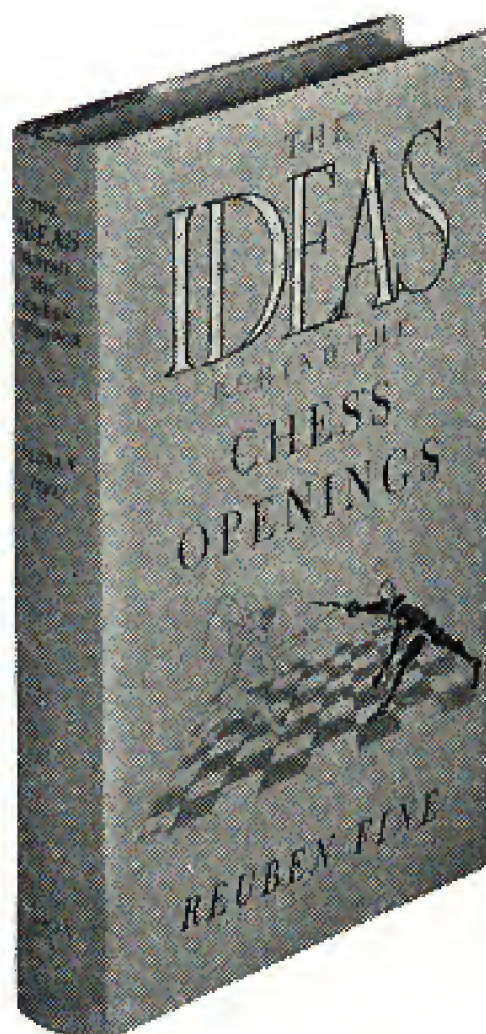
Many prominent chessmasters are missing from the ranks of Moscow players. Sergei Belavenetz perished in the field of battle and Nikolai Riumin recently died. Both these brilliant players won the Moscow title three times. Alexander Chestyakov, who has been fighting against the German invaders since the outbreak of war, is also absent.

Despite these heavy losses, keen struggles are expected in the forthcoming finals. The list of contenders now participating in the semi-finals includes Ragozin, Lisitsin, Tolush, Ravinsky (all from Leningrad), Lithuanian champion Mikenas and Estonian titleholder Pruun, as well as three women players.

It is interesting to note that a large number of participants are in military uniform. Yaroshevsky, who was seriously wounded in action, is now on extensive leave. Lyublinsky is in naval uniform. Many enthusiastic followers of chess, who throng the tournament halls, are also in military uniforms. Here one will find a number of Red Army Generals as well as officers and privates.

An extremely tense struggle is taking place in each subdivision. Many interesting games have been played in the semi-final tournaments which are now drawing to a close.

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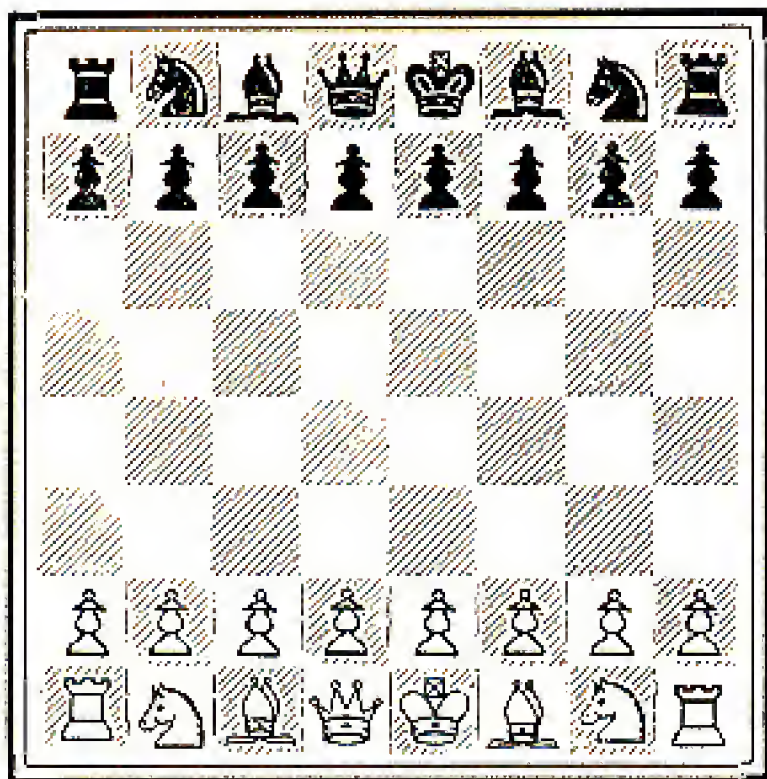
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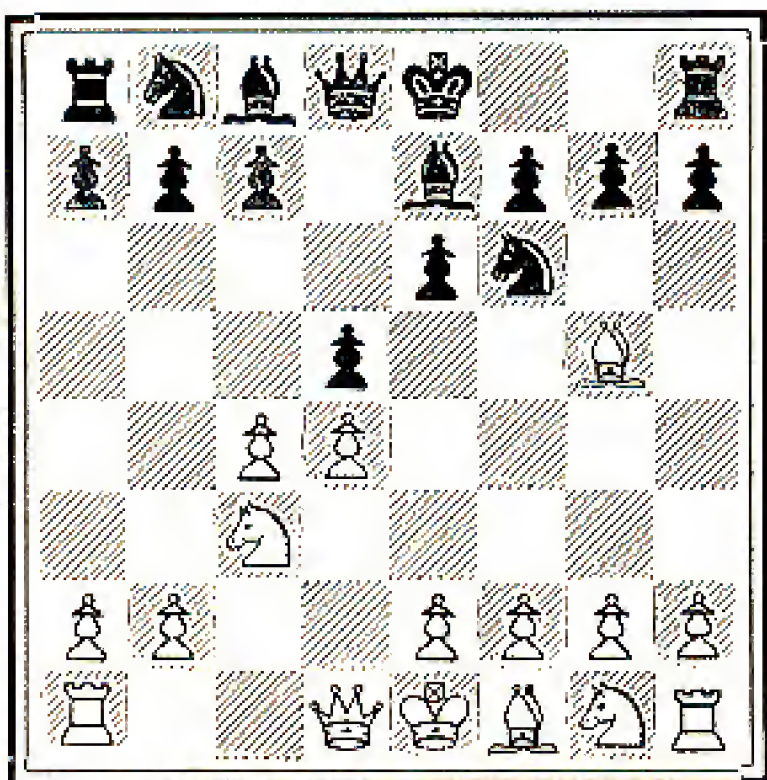
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1 The usual moves of the Queen's Gambit Declined initiate the game . . .

- | | |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-K3 |
| 3 Kt-QB3 | P-Q4 |
| 4 B-Kt5 | B-K2 |

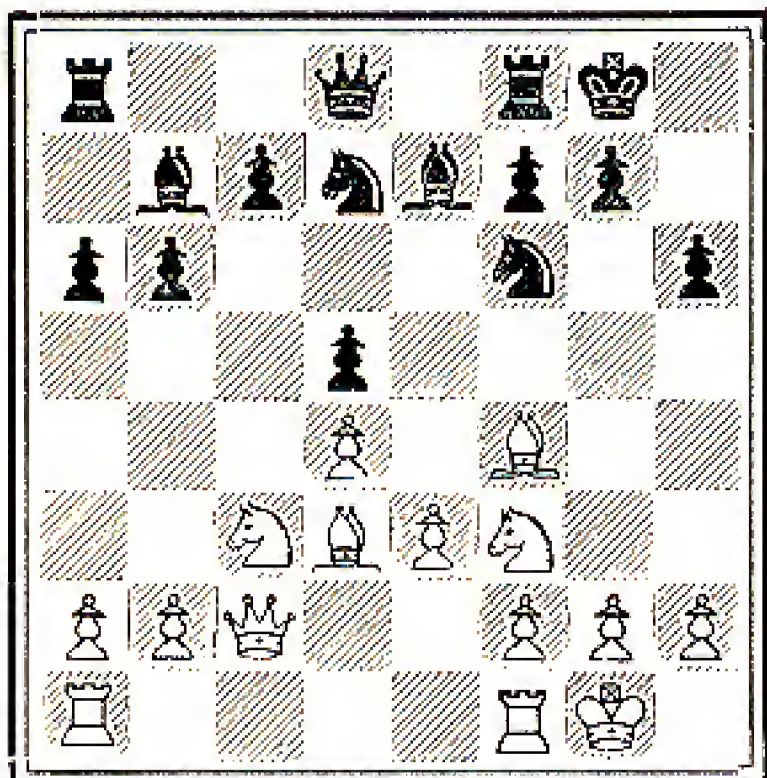
—reaching the position of diagram 2.



2 The development continues in routine fashion:

- | | |
|---------|--------|
| 5 P-K3 | O-O |
| 6 Kt-B3 | P-QKt3 |

Black has reverted to the "old orthodox" Defense, so old, in fact, that it may catch the aspiring young Keres off guard.



5 White plays KR-Q1, preventing Black's contemplated P-QB4, as now the opening of the Q-file would be dangerous. Instead Black overprotects the QBP with Kt-K1. White continues the pressure by playing QR-B1 and Black challenges the adverse Bishop with B-Q3.

CHESS MOVIES

Arranged by Kenneth Harkness

Subtitles by I. A. Horowitz

You need no chessboard or pocket set to enjoy this "movie" of a brilliant master chess game. With the aid of the diagrams, picturing the positions after every two or three moves, you can play the game mentally from beginning to end. The comments under each diagram explain the moves made in the position pictured. Follow the diagrams from left to right (on each page), beginning with Diagram No. 1. This method of presentation affords excellent practice in visualizing two or three moves ahead.

The Bouncing Bomb!

BLITZ TACTICS ON THE CHESSBOARD!

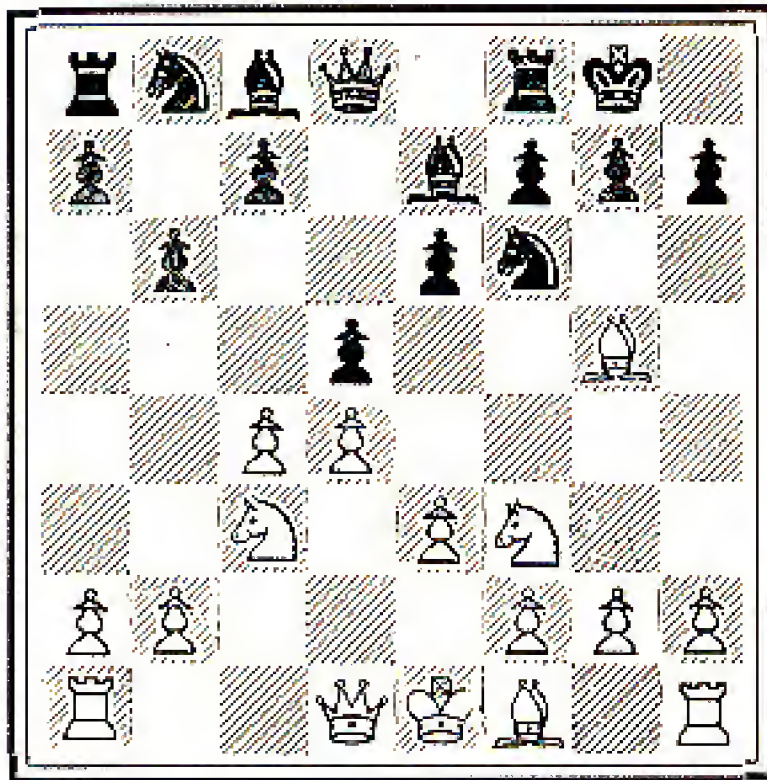
THE PLAYERS

WHITE: Paul Keres

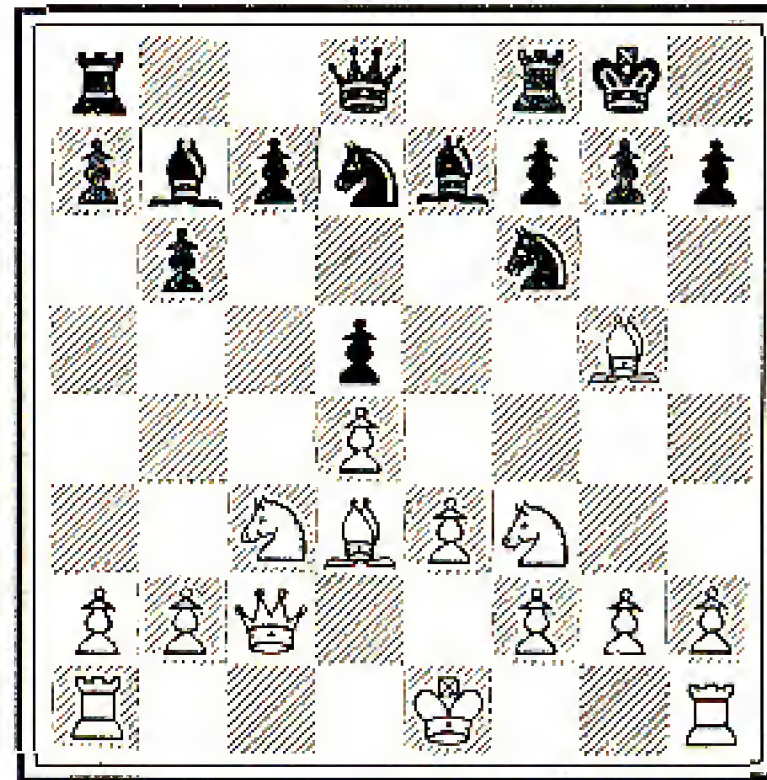
BLACK: Vassily Smyslov

Place: Training Tournament at Leningrad

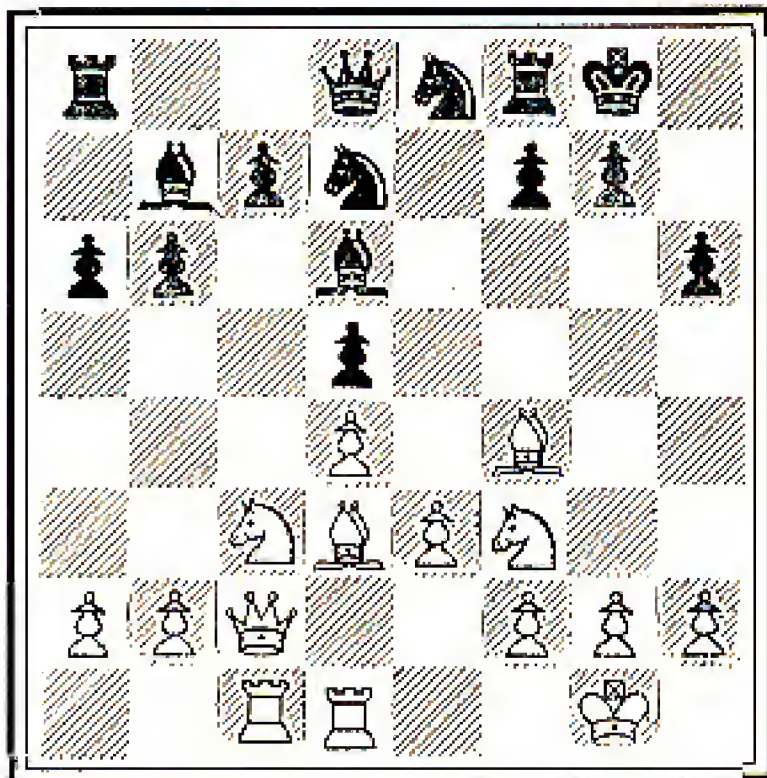
Time: 1939



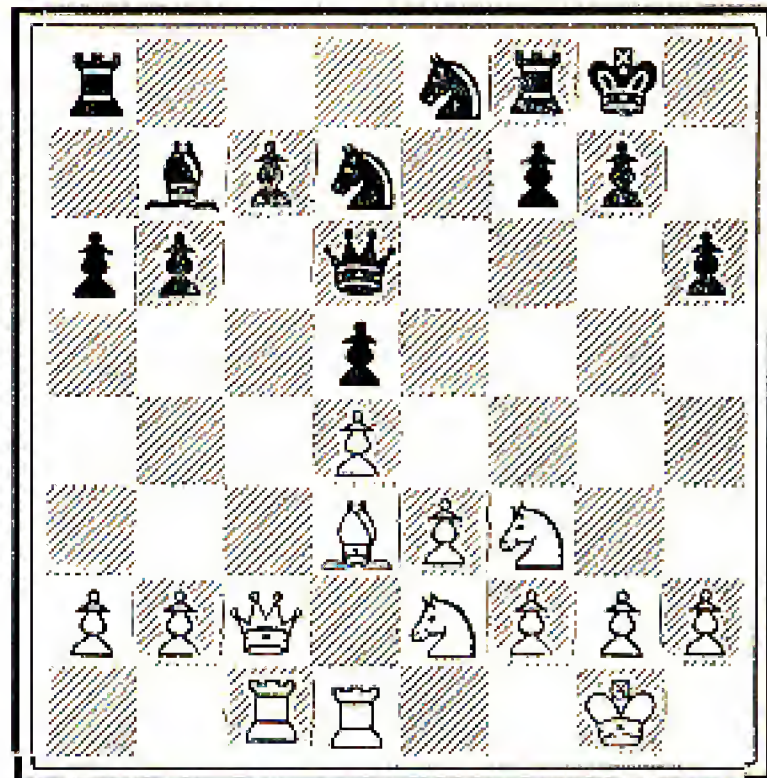
3 He is alert to the latent possibilities and simplifies by exchanging Pawns (PxP, PxP.) Then White brings out the balance of his force (B-Q3) and Black plays B-Kt2. White continues with Q-B2, and Black replies QKt-Q2.



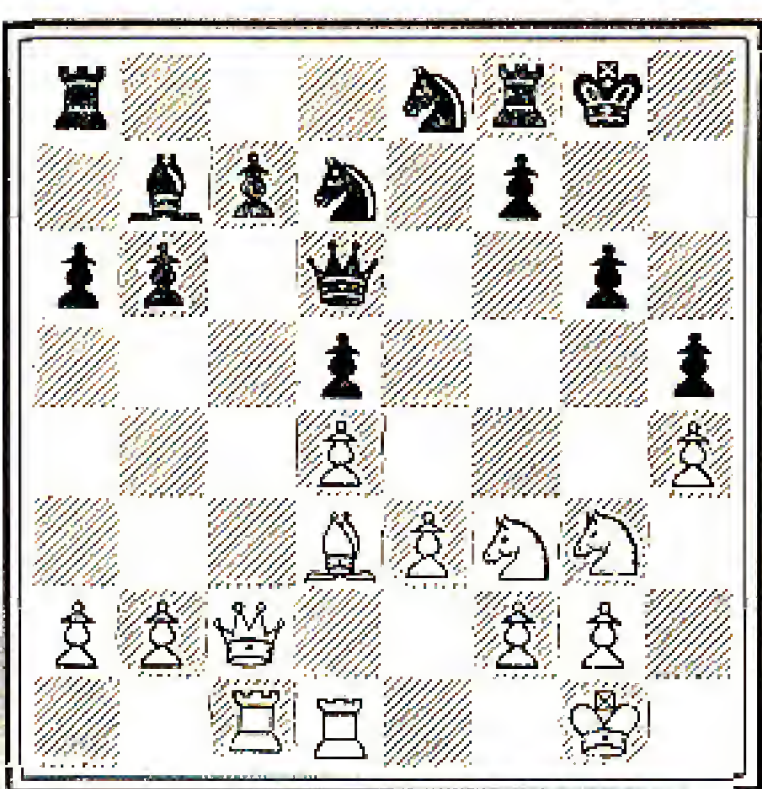
4 White now castles KR. The onus of a constructive plan of defense rests with Black; for it is clear White intends to attack on the open QB file. First, Black drives the Bishop with P-KR3, and White retreats B-KB4. Then Black plays P-QR3 (to prevent Kt-QKt5).



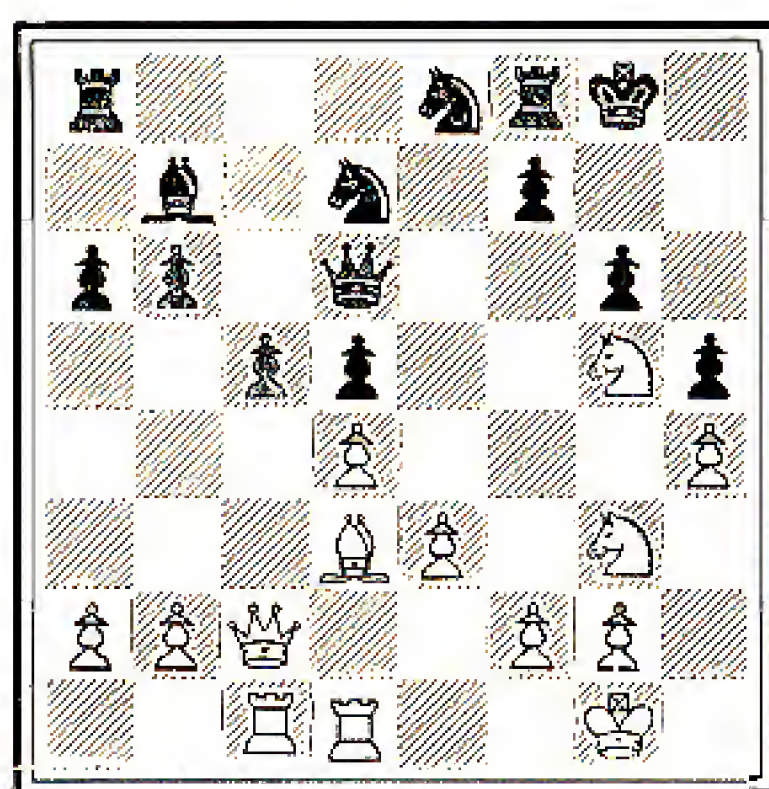
6 Wishing to avoid doubled Pawns, and seeing a brighter future for his Kt on the other wing, White plays Kt-K2. Black advances Q-K2. White spies a strategic square (B5) for his Kt and takes steps to occupy it. He exchanges BxB, and Black recaptures QxB.



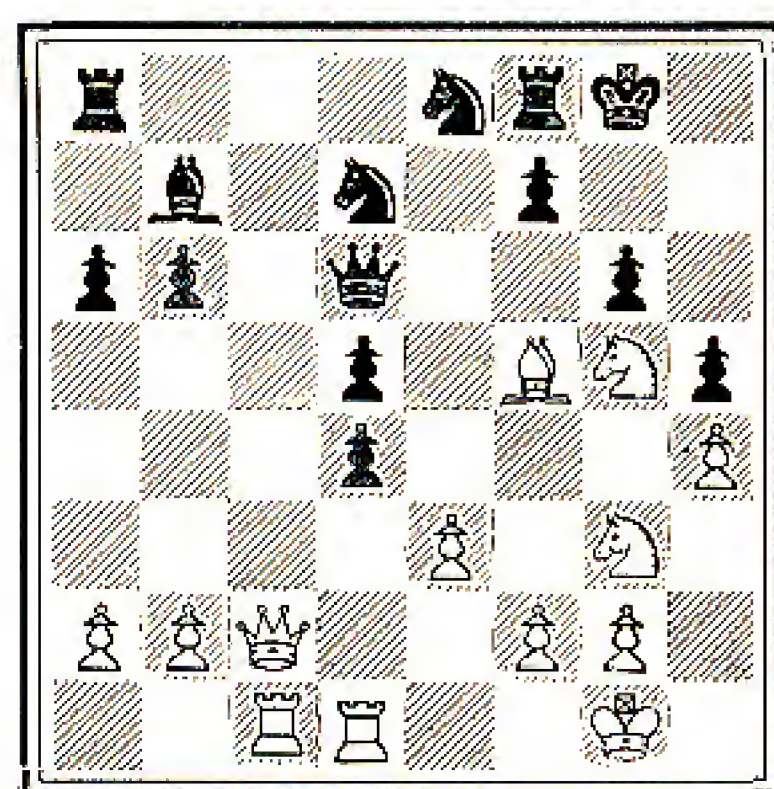
7 Now follows Kt-Kt3 (aiming for B5). Black parries with P-Kt3. White sets the stage for a grand coup. He plays P-KR4! (P-R5 would effect a breach.) Black holds the line with P-KR4. White is making progress, and Black is straining every fibre to maintain the status quo.



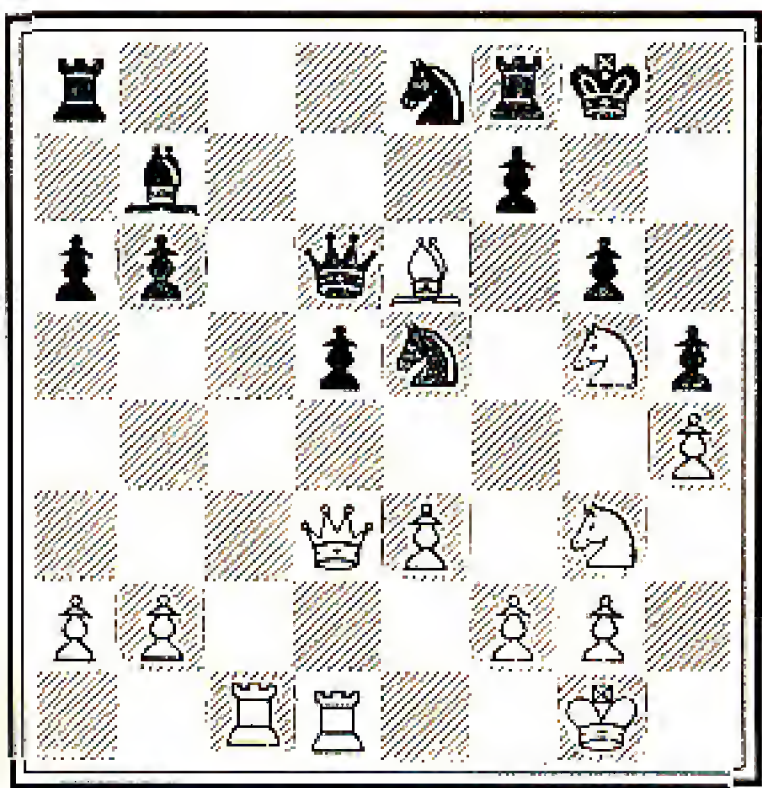
8 White takes possession of an embankment, and rolls a huge cannon into position. He plays Kt-Kt5. Black dare not sit idly by. He takes counter-measures and plays P-QB4. White has reached the maximum development of his forces. Is he going to be driven back?



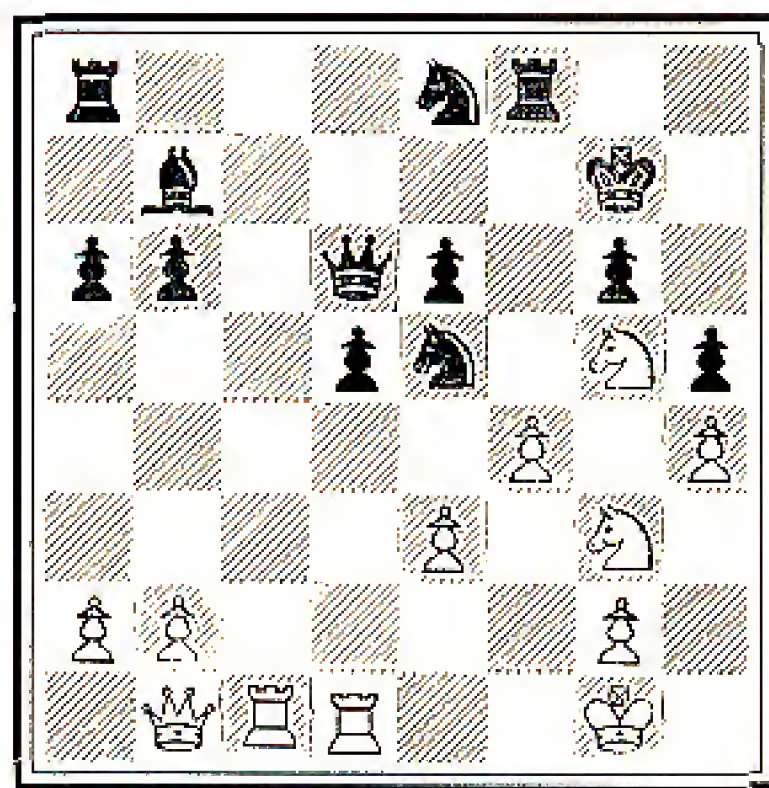
9 Like a bolt from the blue a bomb burst in the enemy midriff. White plays B-B5! He threatens to unhinge Black's center Pawns by capturing the Knight. Black averts the danger with PxB. (PxB fails as White attacks the Queen by capturing KtxP at B5; then Kt-K7ch and Q-R7ch!)



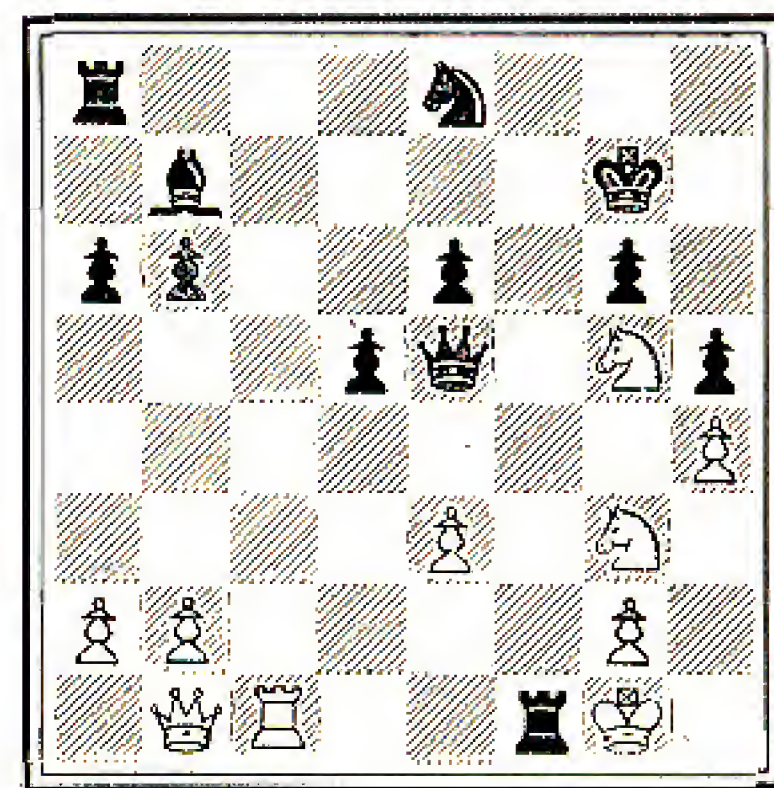
10 But this is one of the new-fangled bouncing bombs, and it carroms off to another vital spot. White plays B-K6! (He threatens QxPch!! and mate next move.) Black interpolates P-Q6. White captures QxP, and Black brings up a reserve to the rescue with Kt-K4.



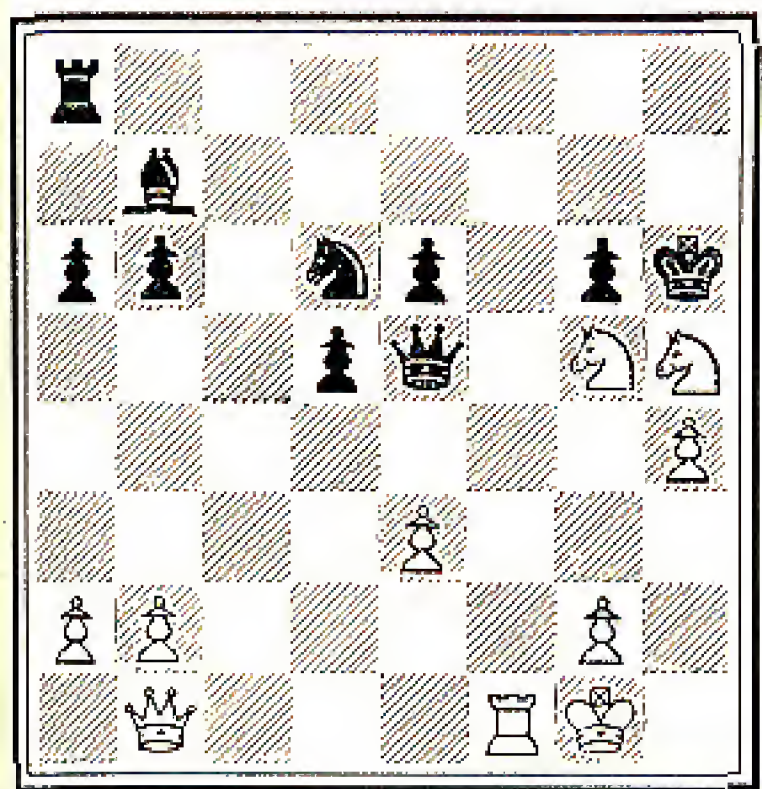
11 White retreats his Q to Kt1 and Black hastily removes the menacing missile with PxB. White grants not a moment's surcease from attack, and vigorously pushes forward P-B4. As the Black Knight is frozen to the post, the monarch defends with K-Kt2.



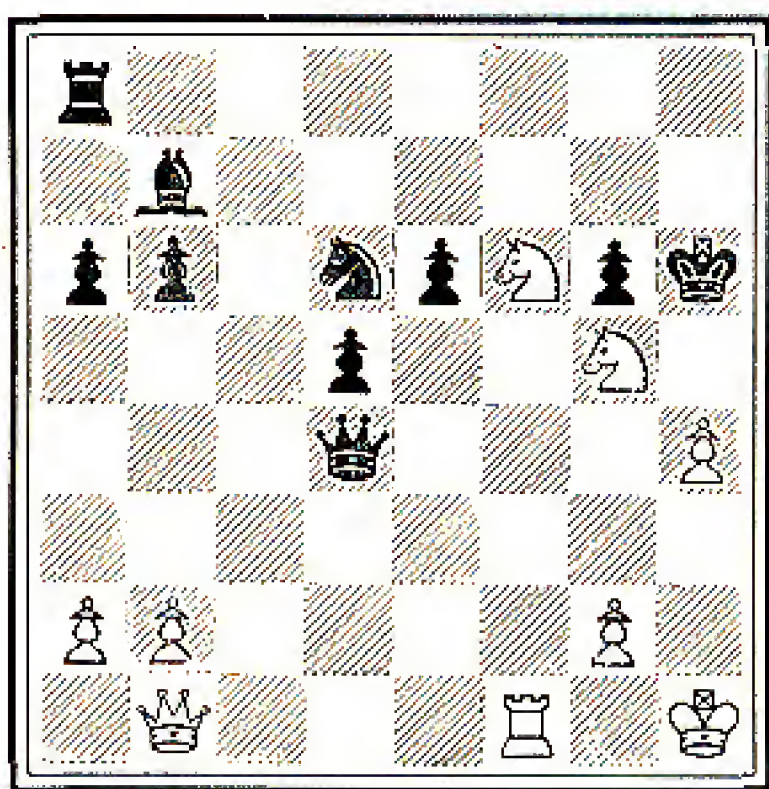
12 White plays PxB, and Black QxP. White cannot afford a lull or respite from combat and freshens up the attack with R-B1. (He threatens KtxRPch!) Black is up against it. (Kt-B3 fails because of R-B7ch!!) He removes the Rook with RxRch.



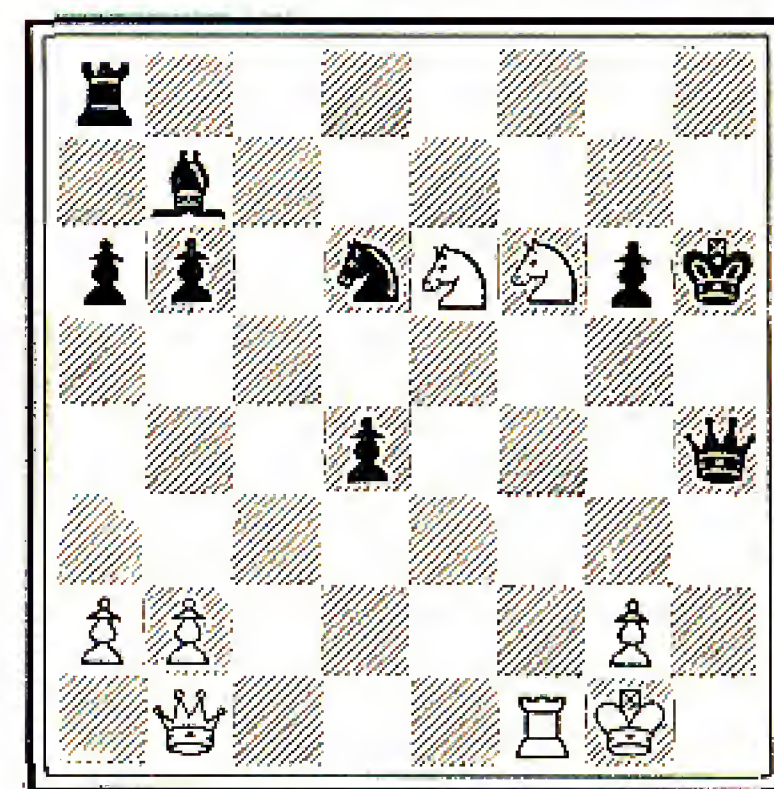
13 White recaptures RxR, and Black cannot play QxKt as White threatens R-B7ch with mate to follow. Black plays Kt-Q3. White pursues his quarry and exposes the defenseless King with KtxRPch. (If PxB; Q-R7 mate.) Obediently the King moves to R3.



14 White enters the royal portals with Kt-B6 (threatening Kt-Kt4ch!). Black pleads for time with QxPch, but White turns a deaf ear with K-R1. Black now plays Q-Q5, realizing full well that he sits on the brink of disaster.



15 White now effects a second entry with KtxKP, and Black replies with QxPch. White moves his King back to Kt1, and Black feebly feints a counter-attack with P-Q5. This is no time for White to deviate from his course. He is ready for the kill.



16 He shoots straight with Q-B1ch. Black interposes P-Kt4. Then White plays Q-B7, and the preponderance of threats is too much for the unhappy Monarch. Black resigns.

PLAY THE MASTERS

CHESS REVIEW'S POPULAR "SOLITAIRE CHESS" GAME

Instructions

With a clip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (Black's fifth.)

Study the position and select White's reply. Write down your selection. Then expose the next line and see the move White actually made (at the left.) Score par if you picked this move. If not, score zero, and make the correct White move on your board.

Make Black's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

(a) Modern analysis shows that 6 P-K5 gives White a strong initiative. One of the possibilities is then 6 . . . Q-R4; 7 PxKt, BxKtch; 8 PxB, QxPch; 9 Q-Q2! QxR; 10 P-QB3! and the Black Queen is helpless against the threat of Kt-Kt3 and B-Q3. Score 4 points if you picked 6 P-K5.

(b) Not 9 . . . Kt-Q4; 10 KtxKt, KPxKt; 11 Q-Kt4, Q-K2; 12 B-KR6, QxP; 13 BxP, QxB; 14 QxB and Black experiences difficulty in developing.

(c) Not 12 . . . BxP, for then 13 Q-K4 wins the exchange.

(d) To meet the threat of BxB and Kt-Kt5.

(e) If 20 . . . K-R1, 21 Kt-B7ch wins the queen. If 20 . . . K-Kt2; 21 QxPch, K-B3; 22 Q-R4 and the threat of 25 Kt-B7 wins the queen or mates.

(f) If 21 . . . Kt-Kt2, 22 KtxPch leads to mate.

(g) Or 25 . . . K-B2, 26 Q-R5ch winning the queen.

F. D. Yates, champion of England, was known as an attacking player. He preferred the King's side openings, and won many brilliant victories with the Ruy Lopez. Perhaps that is why his present opponent avoided 1 . . . P-K4.

Yates established the odd record in tournament play of doing better against the stronger than against the weaker players. He won notable victories against Alekhine, Dr. Lasker, Capablanca, but often lost to lesser players by oversights and blunders.

The following game was played at Marienbad 1925; Yates was White and A. Haida was Black.

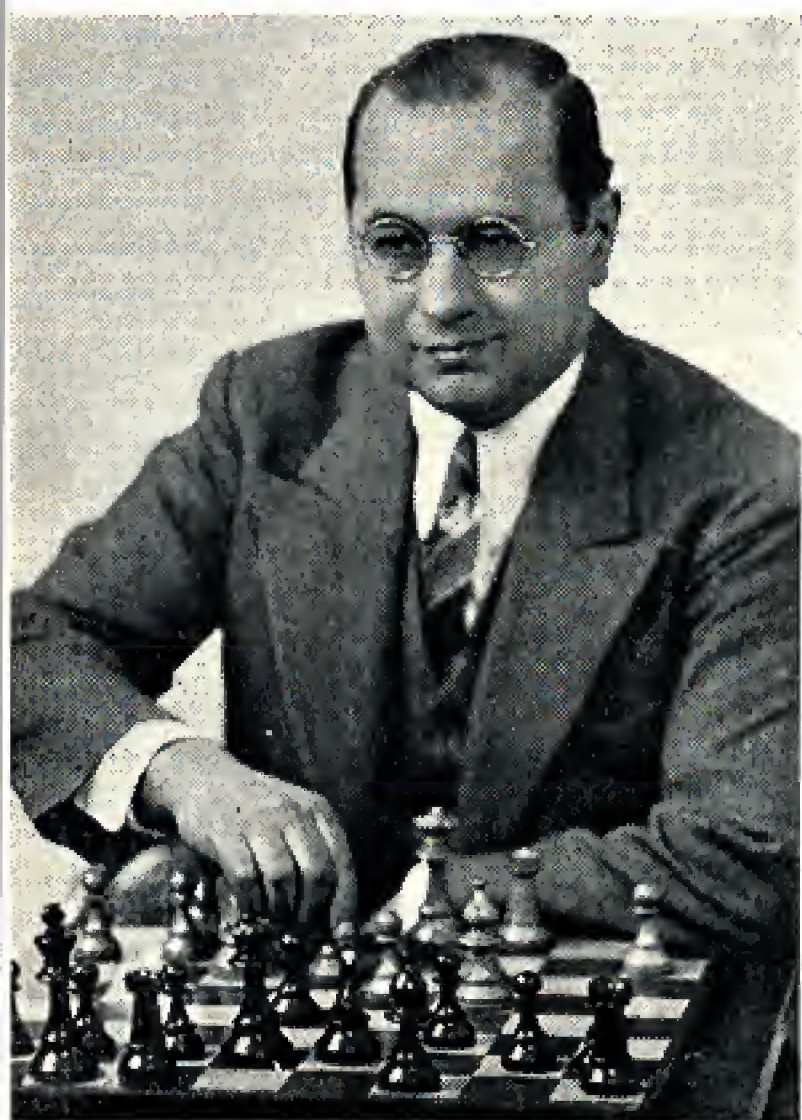
MAKE THESE OPENING MOVES

1 P-K4, P-QB4; 2 Kt-KB3, P-K3; 3 P-Q4, PxP; 4 KtxP, Kt-KB3; 5 Kt-QB3. Now continue with moves in the box below:

| White Played | Par Score | Black Played | Your Selection for White's Move | Your Score |
|-----------------------|-----------|-----------------------|---------------------------------|------------|
| | | 5 B-Kt5 | ----- | ---- |
| 6 B-Q3 (a) ----- | 4 | 6 Kt-B3 | ----- | ---- |
| 7 KtxKt ----- | 4 | 7 KtPxKt | ----- | ---- |
| 8 O-O ----- | 3 | 8 O-O | ----- | ---- |
| 9 P-K5 ----- | 4 | 9 Kt-K1 (b) | ----- | ---- |
| 10 Q-Kt4 ----- | 6 | 10 B-K2 | ----- | ---- |
| 11 B-KR6 ----- | 4 | 11 P-KB4 | ----- | ---- |
| 12 PxP e.p. ----- | 4 | 12 RxP (c) | ----- | ---- |
| 13 B-KKt5 ----- | 3 | 13 R-B2 | ----- | ---- |
| 14 Kt-K4 ----- | 6 | 14 P-Kt3 (d) | ----- | ---- |
| 15 QR-K1 ----- | 6 | 15 P-Q4 | ----- | ---- |
| 16 BxB ----- | 4 | 16 RxB | ----- | ---- |
| 17 Kt-Kt5 ----- | 4 | 17 P-K4 | ----- | ---- |
| 18 Q-KR4 ----- | 5 | 18 P-K5 | ----- | ---- |
| 19 RxP!! ----- | 10 | 19 PxR | ----- | ---- |
| 20 B-B4ch ----- | 4 | 20 K-B1 (e) | ----- | ---- |
| 21 Q-R6ch ----- | 6 | 21 R-Kt2 (f) | ----- | ---- |
| 22 KtxPch ----- | 4 | 22 K-K2 | ----- | ---- |
| 23 Q-Kt5ch ----- | 6 | 23 K-Q2 | ----- | ---- |
| 24 R-Q1ch ----- | 4 | 24 Kt-Q3 | ----- | ---- |
| 25 Kt-B6ch ----- | 5 | 25 K-K2 (g) | ----- | ---- |
| 26 KtxPch ----- | 4 | Resigns | | |
| Total score ----- 100 | | Your Percentage ----- | | |

LET'S PLAY CHESS!

A Picture Guide to the Game of Chess



IRVING CHERNEV

By Irving Chernev

Associate Editor of CHESS REVIEW

and

Kenneth Harkness

Managing Editor of CHESS REVIEW

This series began in the March issue. The series is intended for beginners and will form a complete course of instruction in the rules and tactics of the game. By following this course, with its remarkable illustrations, diagrams and examples, the learner can quickly and easily master the basic principles of chess. Part 8 will appear next month—in the December issue.

The complete course will be published, in book form, by SIMON AND SCHUSTER, New York. The book is scheduled for publication early in 1944.

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Part Seven

It is not by accident that many chess expressions are used to describe the operations of armed forces — for chess is a “war game” in which the strategy and tactics of warfare are duplicated.

Queens, Rooks, Bishops and Knights have different powers — just as tanks, airplanes, artillery and the other heavy weapons of war move and operate in different ways. The infantry, so like Pawns on a huge chessboard, move and attack in their own manner. Each has its own sphere of operation and activating the movements of the various forces are the generals who, like chessmasters, must decide the disposition of the forces to the best advantage.

Many of the considerations underlying the strategy of chess and war are similar. Generals and chessmasters must decide where to attack, when to defend savagely because a certain bit of ground is of immense strategical value, when to retreat and when to advance. Traps and pitfalls are prepared for the enemy, surprise sorties to divert him, unexpected and brilliant strategical movements to accomplish his defeat. The wily “player” of either game must learn to analyze accurately the possibilities open to his opponent, prepare to meet his threats, counter-attack with some of his own. On the chessboard, the thrill of battle and the grand strategy of war are realized, while the players, for the time being, are full-ranking generals. No wonder that chess is such an exciting game!

In this month's installment we explain the Principle of Mobility — and as an illustration of this important principle, we present a game in which the “pincers” movement and other tactics of modern warfare are clearly exemplified.

The Principle of Mobility

In chess, as in war, one of the most important considerations is the "mobility" of the fighting forces. To understand the meaning of this term, as applied to chess, let us first consider the difference between a Queen and a Pawn.

A Queen is said to be worth nine Pawns. Why? What is the real difference between the two men? A Pawn can check and mate the opponent's King just as effectively as the Queen. Each is capable of capturing an enemy piece. However, the Pawn attacks only two squares, while the Queen attacks at long range in eight directions. Even if the entire board is cleared, the Pawn moves only one square at a time, whereas the Queen can cover any distance in one move. In other words, the Queen has much greater *mobility* than the Pawn. This superior mobility gives the Queen great offensive power, makes it much more valuable than the Pawn.

On an open board, the difference between the Queen and Pawn is obvious. But when a game of chess is in progress, the board is *cluttered up with chessmen*. If no men have been exchanged, 32 of the 64 squares are occupied. Of necessity, the Queen must be at least partially obstructed by its own men and the opponent's men. The more the Queen's mobility is restricted, the less powerful it becomes. Its effective power depends upon its freedom of movement, its mobility under playing conditions. If the Queen is completely obstructed, it may be as weak or weaker than a Pawn.

Similarly, the factor of mobility affects the powers of all the other chessmen. Rooks become powerful when they possess freedom of movement on files and ranks. Bishops exercise their power when they are free to move along diagonals. The power exercised by any piece depends upon its mobility. Even the Knight, which is able to jump over obstructions, is affected. The Knight's mobility can be restricted by enemy control of the squares within its range, or by the occupation of these squares by friendly pieces.

The war of chess is between two armies of equal force and one of the primary objectives of the successful general is to seek mobility for his forces. The battle for mobility begins with the opening move. At the start, both armies are comparatively immobile. The Queens, Rooks, and Bishops are completely blocked by Pawns so that their offensive power is zero. The main object of the opening moves is to quickly mobilize the important pieces. Each player seeks to develop his pieces on squares on which they have freedom of action and exercise their power. As quickly as possible, he mobilizes *all* his important pieces because he realizes that the effective power of the entire army is determined by its overall mobility. One or two men, no matter

how mobile and powerful they may be, cannot hope to successfully attack the combined, fully mobilized forces of the enemy.

If one player develops his men quickly and effectively so that his pieces are mobile and exercise a large degree of their potential power, while the opponent develops only one or two pieces, or places his men in such a way that they interfere with each other and obstruct each other's movements, *the player with superior mobility possesses a definite advantage which may be sufficient to win the game.*

How Mobility Wins

We have explained that superior force should win. Other factors being equal, the player who is ahead in material should win because he possesses an *absolute* advantage in force. In effect, superior mobility is the equivalent of superiority in material. It represents an *effective* advantage in force which may be sufficient to win. By its nature, however, the advantage of mobility may be temporary, whereas material gain is more likely to be permanent. To produce a win, superior mobility must be utilized to checkmate the opponent, or it must be translated into material gain.

In some chess openings, called "gambits," a Pawn (or even a piece) is sacrificed to obtain quick mobilization and to clear the way for an early attack. The player actually gives up material to obtain the advantages of superior mobility. If the opponent wastes too much time in attempting to hold his material gain at the expense of his own development, the gambit player often succeeds in translating his superior mobility into a winning attack.

The principle of mobility also explains the seemingly mysterious manner in which a strong player defeats a weak opponent to whom he has "given odds." Apart from outright blunders, which may equalize the material forces, the strong player uses the principle of mobility to gain the upper hand. He develops his pieces rapidly, places them on squares on which they exercise their full power. Meantime, his opponent gets his men tangled up so that they possess little or no mobility. His Bishops are hemmed in behind his own Pawns. His Knights are pushed around by the strong player's Pawns. His Rooks never enter the game. Hopefully, he brings his Queen out too soon, then loses time moving it around the board as the strong player attacks it with developing moves. Before long, the advantage of material superiority becomes a negligible factor compared with the effective power of superior mobility, complete mobilization. The strong player then concentrates the power of his mobile forces to win material or to attack the King's defenses and finish with checkmate.

Rules and Examples for Learners

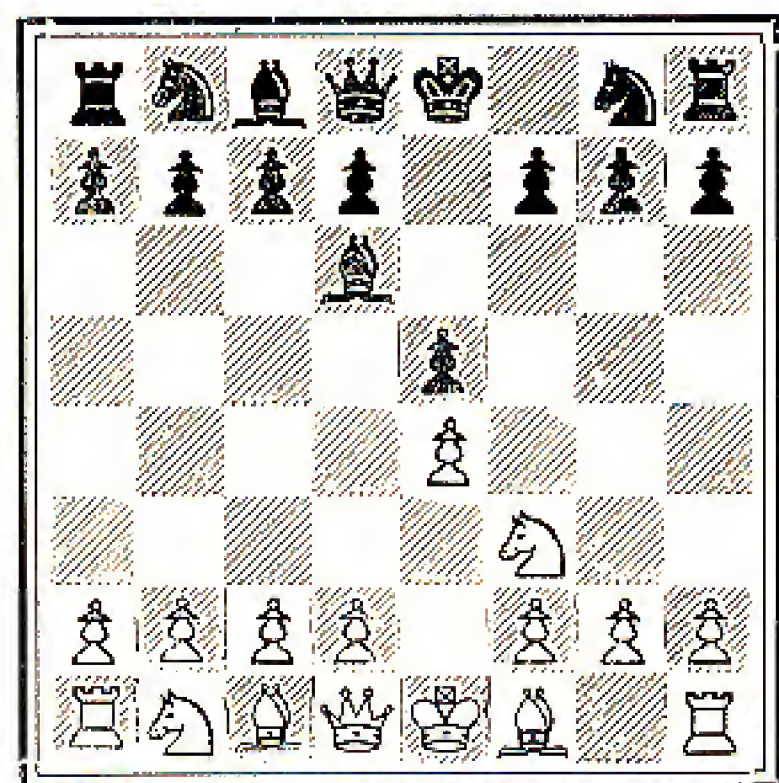
Lack of mobility may be caused by your opponent's efforts to restrict the freedom of your pieces—or it may be self-inflicted by your own inferior moves.

Avoid moves which cause your pieces to interfere with each other. Do not place a piece or Pawn on a square where it blocks the path of another piece and makes it difficult to free the latter. Favor moves which maintain or increase your freedom of movement and which tend to restrict your opponent's mobility.

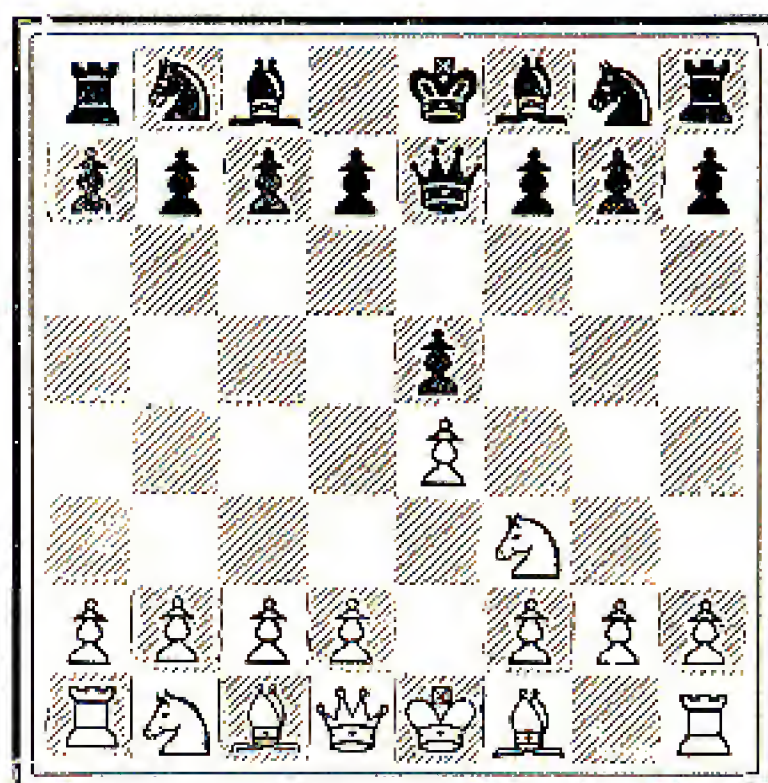
There is no rule of thumb which will enable you to pick the best move in any position, but if you try to conform with the principle of mobility in

your choice of moves, you will automatically play stronger chess. A knowledge of the importance of mobility serves as a valuable aid to the selection of good moves, as a means of weeding out bad moves.

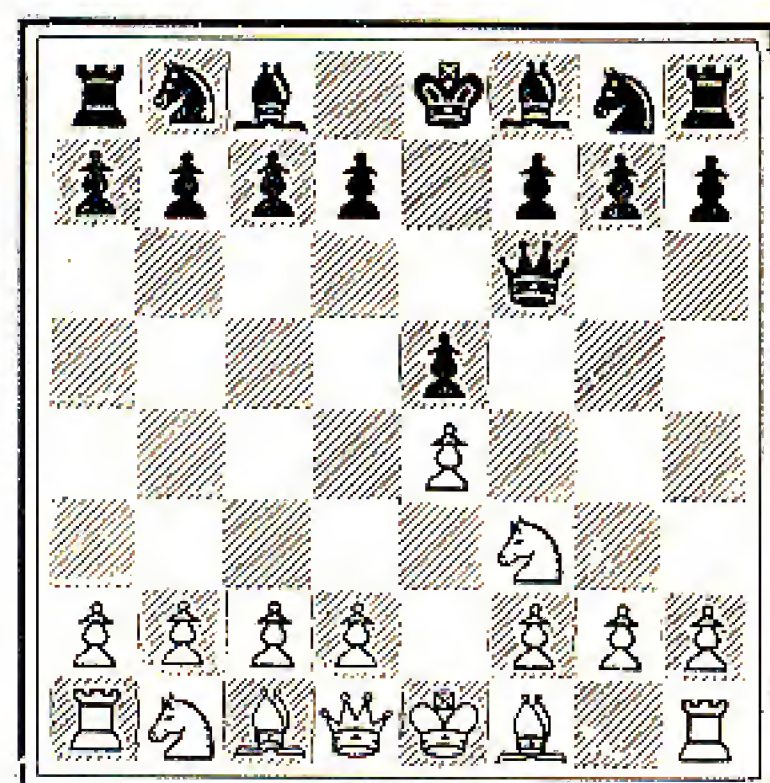
The examples given in the diagrams on this page help to explain how the principle of mobility governs the choice of moves. These diagrams show various answers which Black could make after the opening moves 1 P-K4, P-K4; 2 Kt-KB3. Each diagram shows a different second move for Black. Although every move defends the threat of KtxP, four can be rejected as bad moves because they violate the principle of mobility or endanger the safety of the King. Of the two remaining moves, one stands out as the best method of guarding the threatened Pawn.



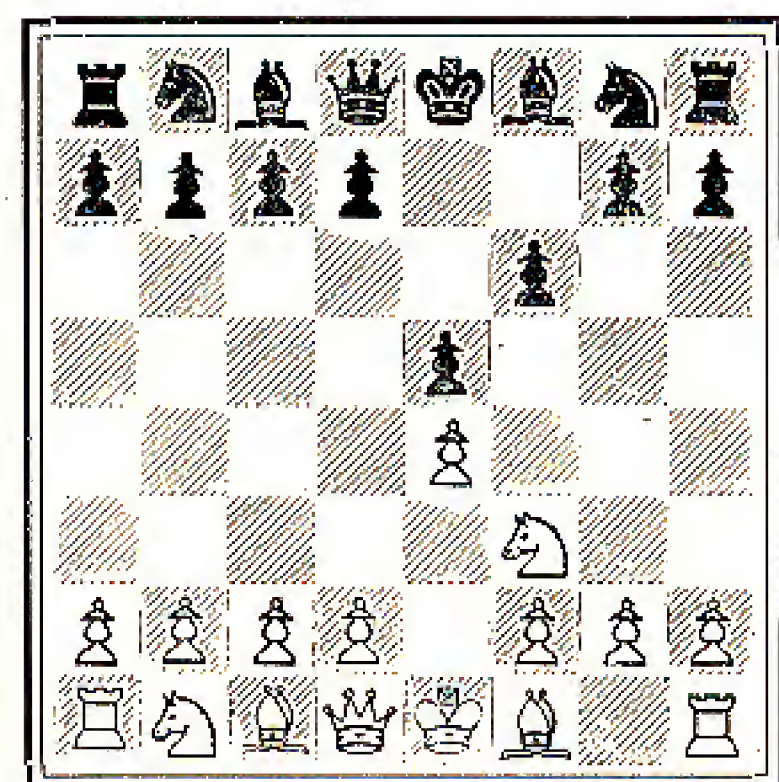
1 After 1 P-K4, P-K4; 2 Kt-KB3, Black has played his Bishop to Q3 to defend the threatened Pawn. This is an extremely bad move as it violates the principle of mobility. At Q3, the Bishop blocks the Queen-Pawn which, in turn, imprisons the Queen-Bishop. A striking example of a "traffic jam" which can only be disentangled with loss of time.



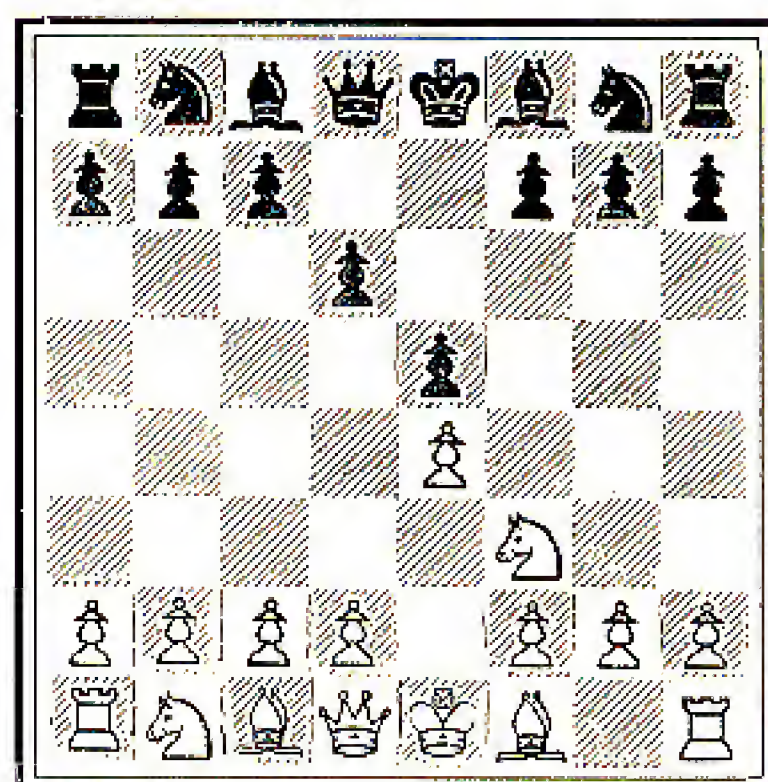
2 Instead, Black has played his Queen to K2. The Queen is too valuable to be used for purely defensive purposes. Moreover, the Queen should not be developed so early in the opening as time will be lost if it is attacked. However, this move can be rejected on the grounds of mobility alone as the Queen now blocks the King-Bishop, hampers its development.



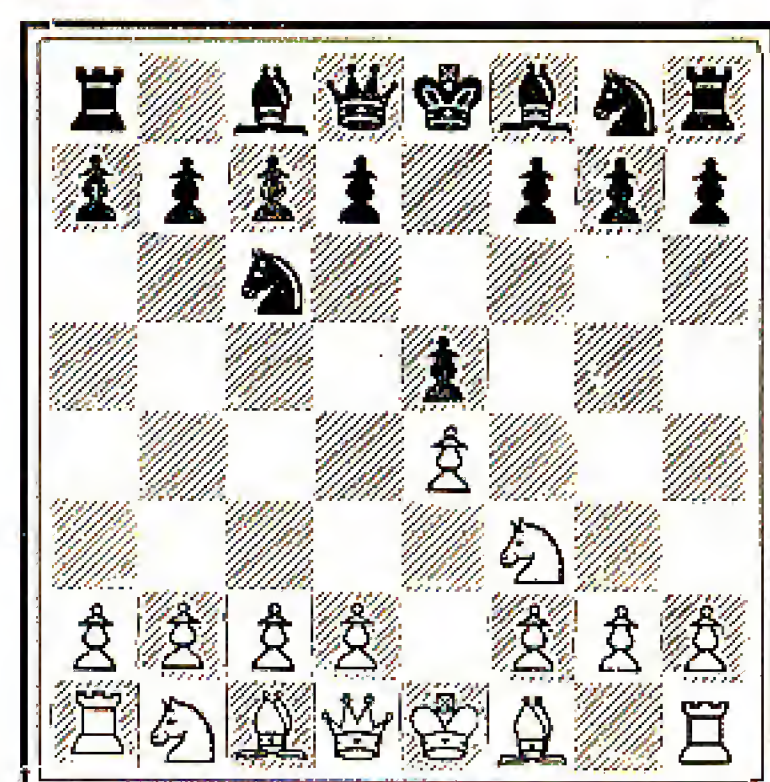
3 Here Black has played his Queen to B3. The Queen's own mobility has been increased but the mobility of the King-Knight has been decreased. The Queen interferes with the KKt, prevents its normal development to KB3. The loss of the Kt's mobility is important, whereas the Queen's added mobility is premature. Avoid moves which cause pieces to interfere with each other.



4 The move 2 . . . P-KB3, shown above, is dangerous because it creates a weakness in the King's defenses. White can play 3 KtxP! and if 3 . . . PxKt; 4 Q-R5ch, P-Kt3; 5 QxKPch, winning the Rook. Besides, the move does not improve the mobility of Black's important pieces, actually interferes with the development of the King-Knight.



5 The defensive 2 . . . P-Q3 is "playable" but the principle of mobility enables us to decide that it is **not best**. The effect on mobility is double-edged. By moving to Q3, the Q-Pawn has released the Queen-Bishop but has partially shut off the path of the King-Bishop. The move is not bad as it slightly increases overall mobility.



6 The move 2 . . . Kt-QB3 stands out as the best method of guarding the threatened Pawn. Mobilization has been actively promoted by the development of an important piece. The Queen-Knight does not interfere with the mobility of other pieces. There can be no loss of time as the Knight will not be forced to move if threatened by a minor piece.

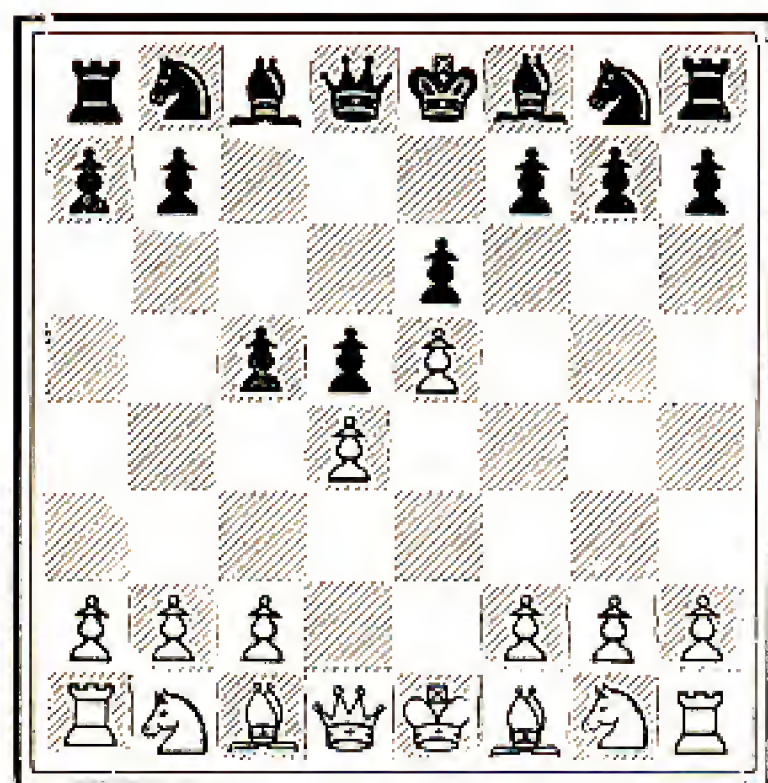
Illustrative Game

The game portrayed and described below is a remarkable example of the effective power of superior mobility. Here you will see the Principle of Mobility in operation. The game was played between Aaron Nimzovich (White) and A. Hakansson in a match at Kristianbad, 1922.

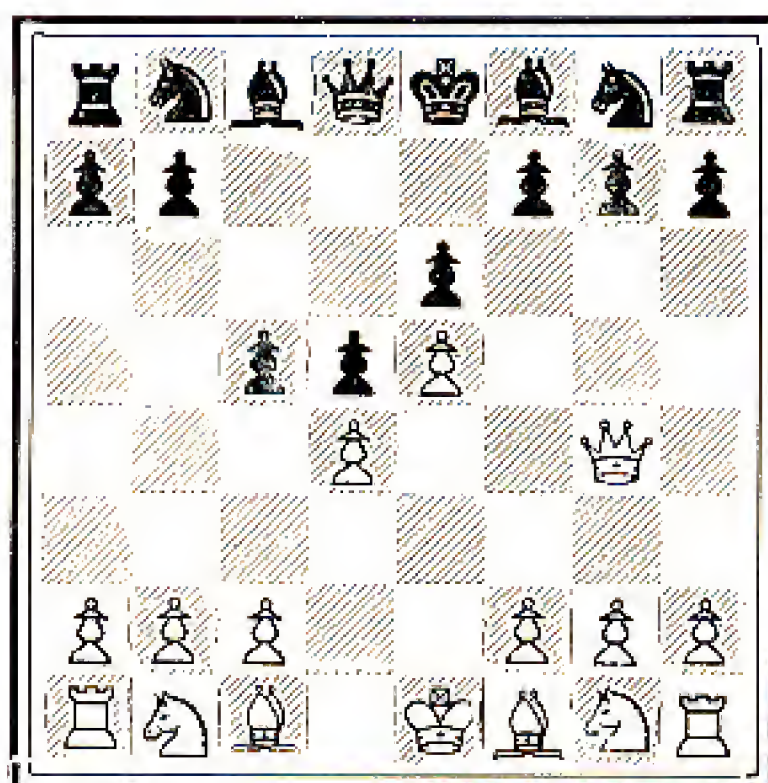
Throughout this entire game, the player of the White forces has one basic idea in mind. His strategy is to **restrict the mobility of his opponent's pieces**. Every move is selected to conform with this fundamental strategy. In the execution of this plan he is successful to a startling degree. The Black pieces are forced to retreat and become completely helpless, forming a tangled cluster of useless wood. Rooks, Bishops and Knights lose all their power as they lose their freedom of movement. Even the mighty Queen is pushed into a corner where she is completely obstructed and utterly useless. Against this jumbled mess of powerless men, the player of the mobile White forces possesses an overwhelming

superiority in effective power. His advantage is so great that he is able to sacrifice material to deliver the finishing blow.

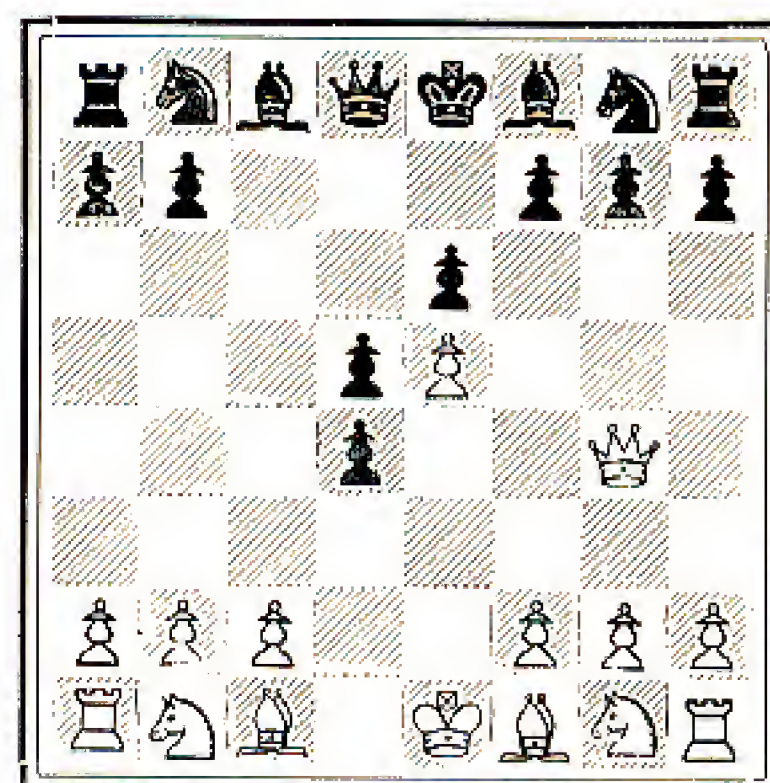
The tactics used by the White player are also extremely interesting. You will observe an amazing similarity to the tactics of warfare. Here you will see an example of the "pincers" movement with which all newspaper readers are now familiar. Instead of storming the center of the line, which is usually difficult, White **holds** the center. When the center is blocked, he **attacks on both wings**. Supported by heavier forces in the rear, the Pawn infantry advances on both sides of the board — in a pincers movement which forces the enemy to retreat. When the Pawns have cleared the way, the more powerful forces press home the advantage at the weakest part of the line. A Rook on the QB-file does most of the damage and completes the disorganization of the opposing army. Then comes the final break-through in the center, the storming of the enemy's position to demolish his resistance and win the battle.



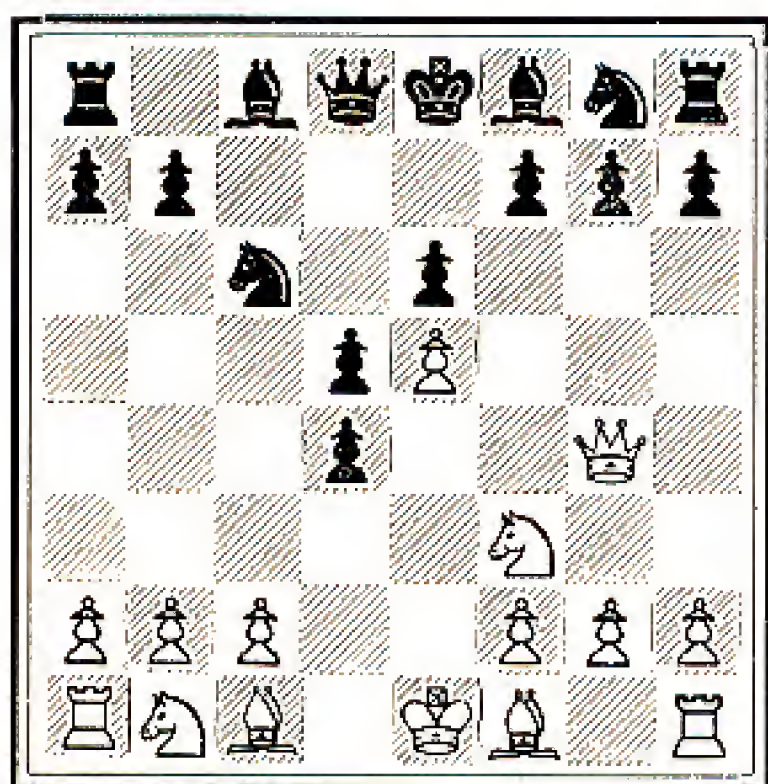
1 The game has started with the moves 1 P-K4, P-K3; 2 P-Q4, P-Q4; 3 P-K5, P-QB4. This is a variation of the "French Defense" which must be played with great care by Black or he will find himself in a permanently cramped position, as in this game.



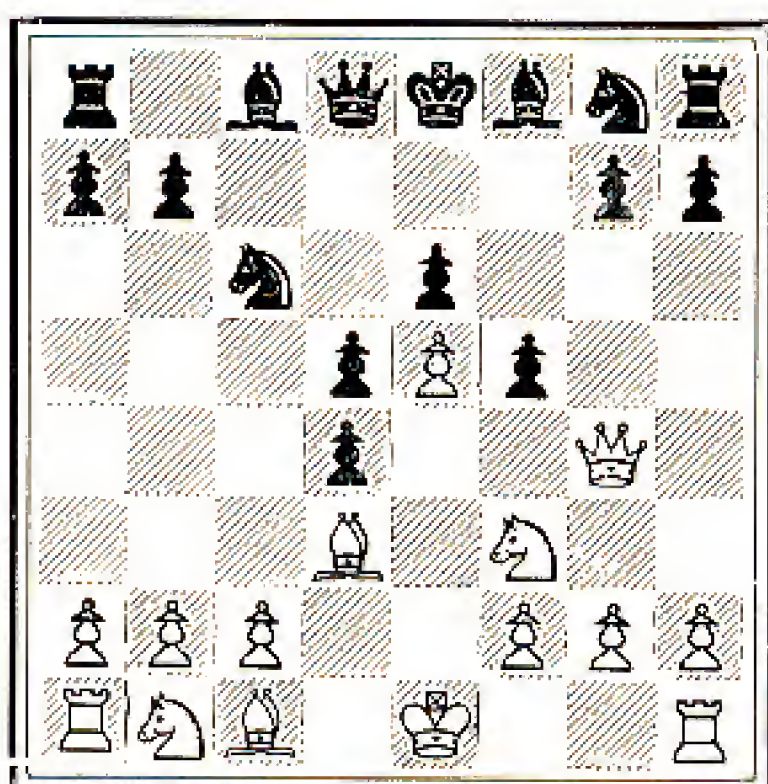
2 For his 4th move, White has played Q-Kt4. Ordinarily, the early development of the Queen is inadvisable, but this position is exceptional. The Queen cannot be attacked with developing moves by Black and serves a useful purpose at Kt4.



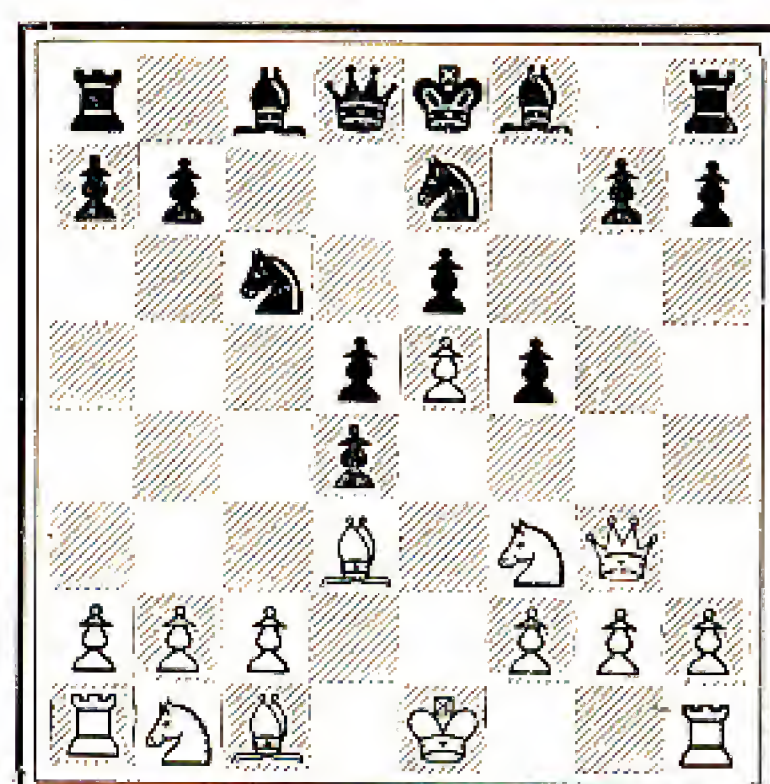
3 The object of White's Queen move is to restrict the mobility of Black's K-Bishop and hamper the development of his King-side pieces. Black cannot move his KB as White would then play QxKtP. Now Black has played PxP, removing White's support for the KP.



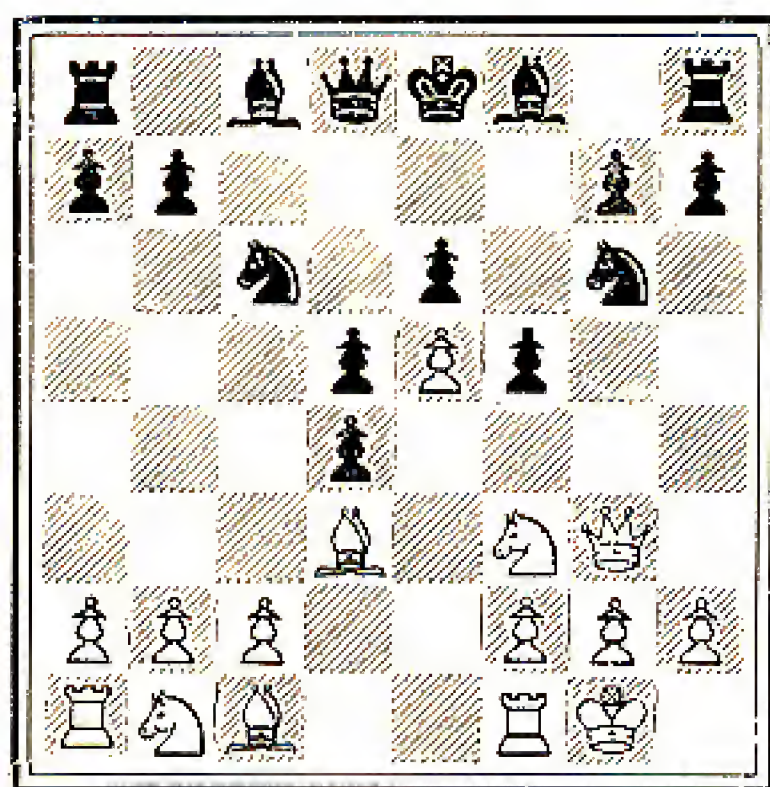
4 White has continued Kt-KB3 and Black has played Kt-QB3. Note that White is delaying the recapture of the Pawn in order to mobilize quickly. He believes he will be able to regain this Pawn at a later stage. Black's move attacks the KP on which he intends to concentrate.



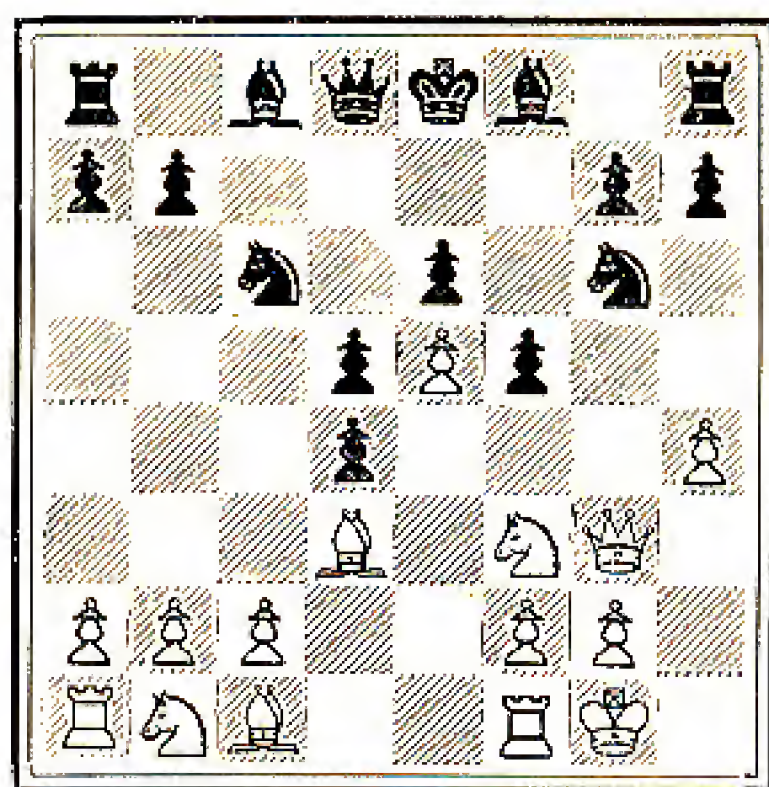
5 White has played B-Q3, continuing his development, and Black has attacked the Queen by playing P-B4. He hopes that White will now play PxP en passant which will enable Black to recapture KtxP, again attacking the Queen with a good developing move and giving him freedom.



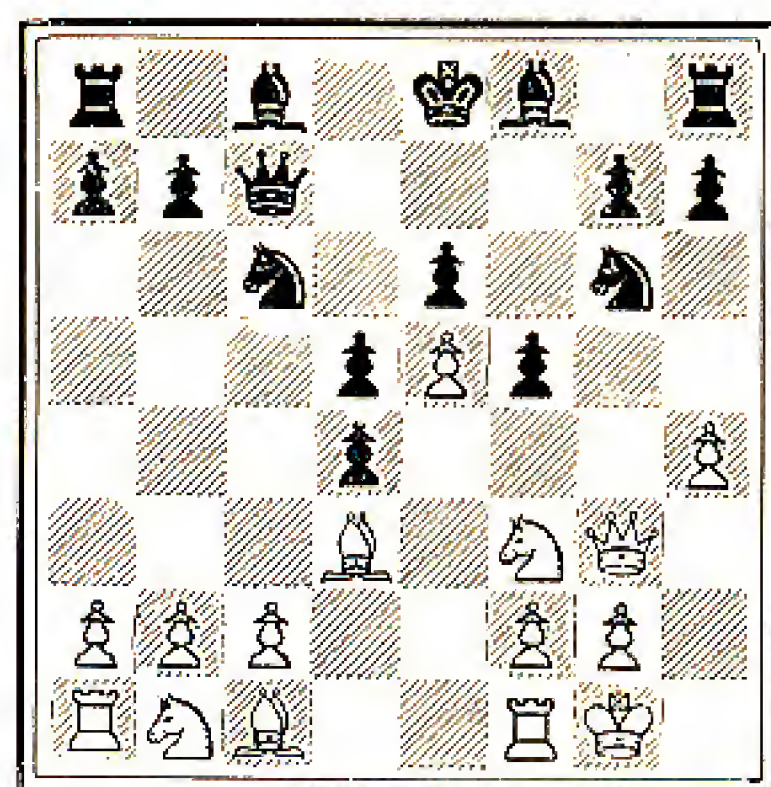
6 Instead, White has played Q-Kt3 and Black has moved his Kt to K2. Note how the White Queen and the Pawn at K5 are hampering Black's development. His Kt could not play to KB3 and his KB still cannot move as White's Queen is attacking the Kt-Pawn.



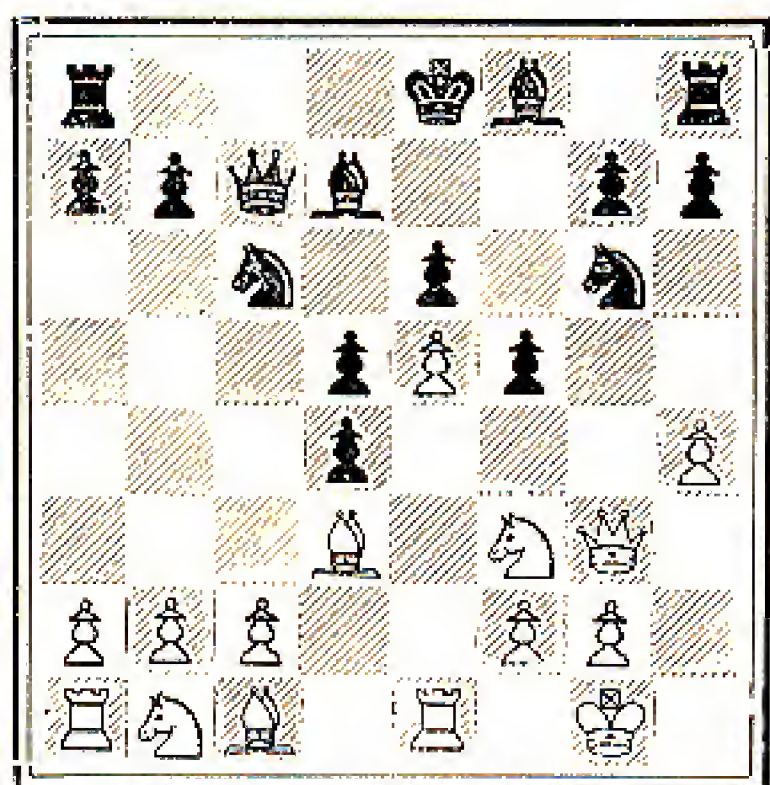
7 White has castled and Black has played Kt-Kt3. Now the Kt-Pawn is shielded from attack and the black KB is free to move. Moreover, both of Black's Kts are now attacking White's KP. So far, this Pawn is safe as it is guarded twice.



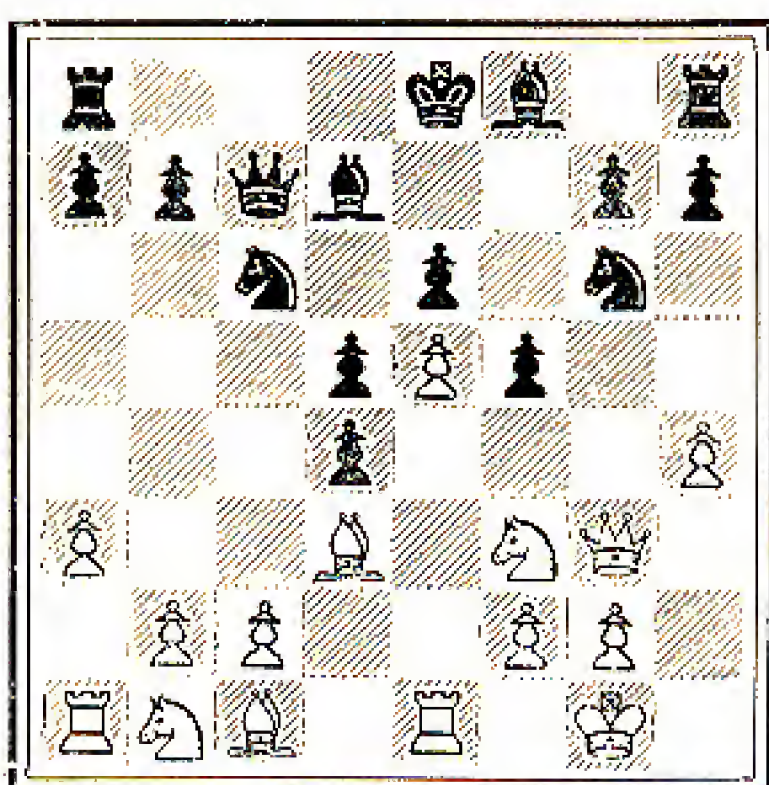
8 White has played P-KR4! His entire strategy is based on restriction of Black's mobility. He threatens to advance his Pawn to R5, driving the Kt back to K2, where it will again interfere with the KB and cramp Black's entire position.



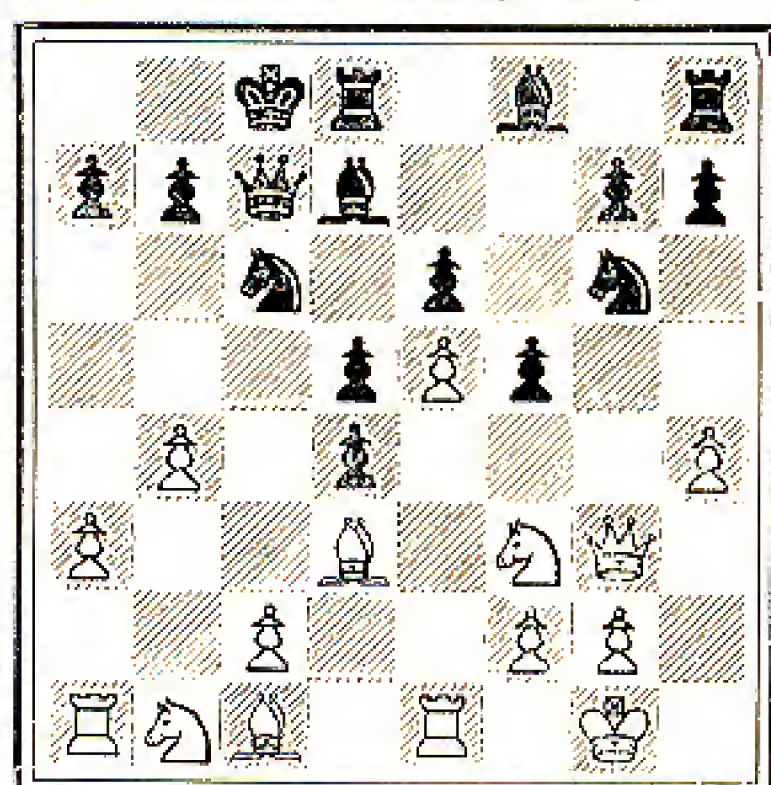
9 Black has answered by playing his Queen to B2. This meets the threat of P-R5 because Black is now attacking the K-Pawn three times and it is defended only twice. If White plays P-R5, Black can capture the KP with his Kkt, gaining material and freedom for his pieces.



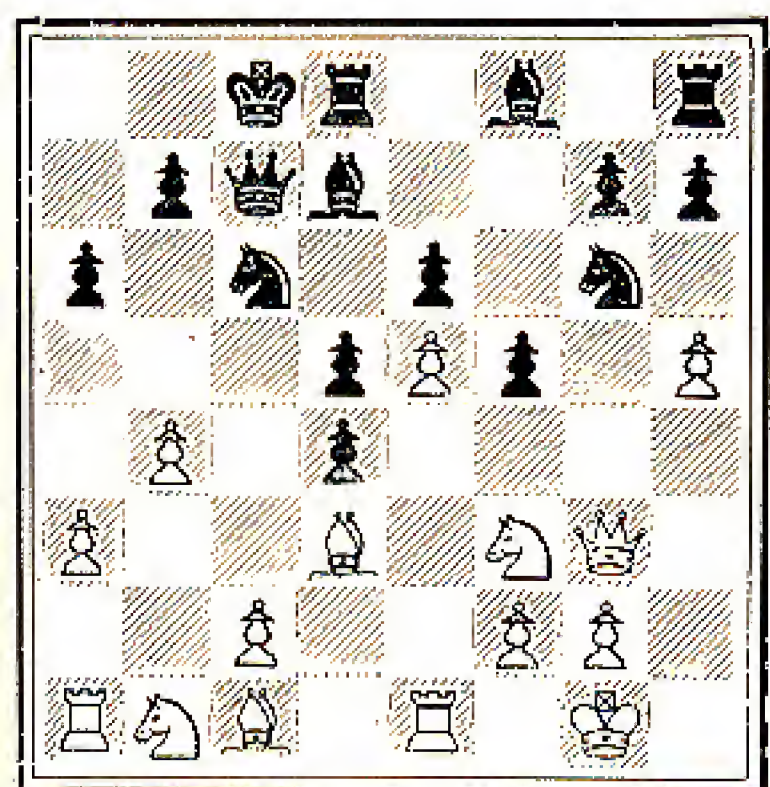
10 White has played R-K1, defending his KP for the third time and thus renewing the threat of P-R5. Black has given up hope of developing his KB and has played B-Q2 with the idea of castling with the QR and attacking on the King-side.



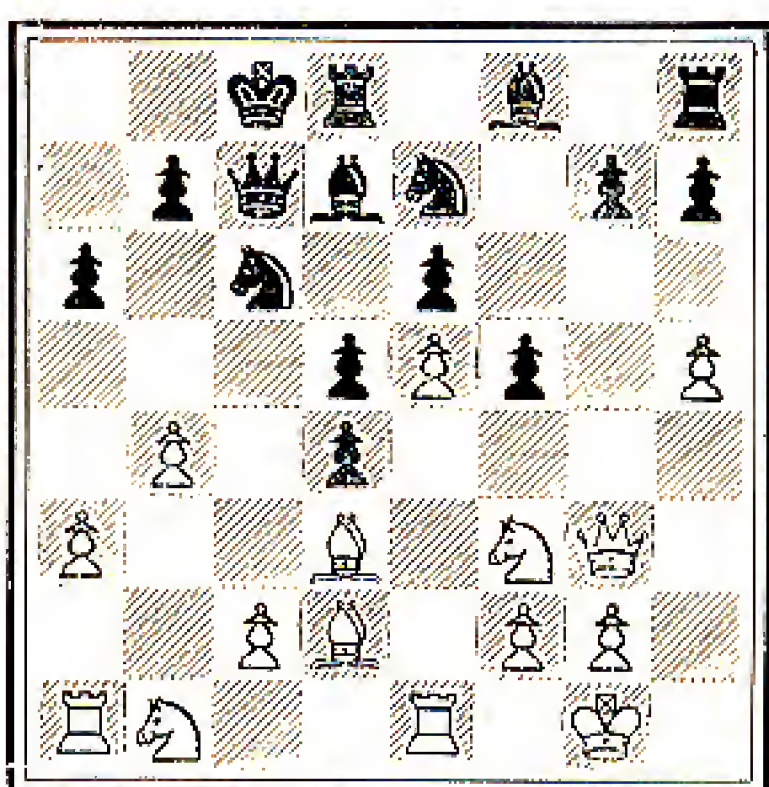
11 Now White has played P-R3. Does this seem mysterious? He could have played P-R5 but he sees that Black intends to castle QR so he prepares an advance of his Q-side Pawns. This is the first step in a pincer attack from both sides of the board.



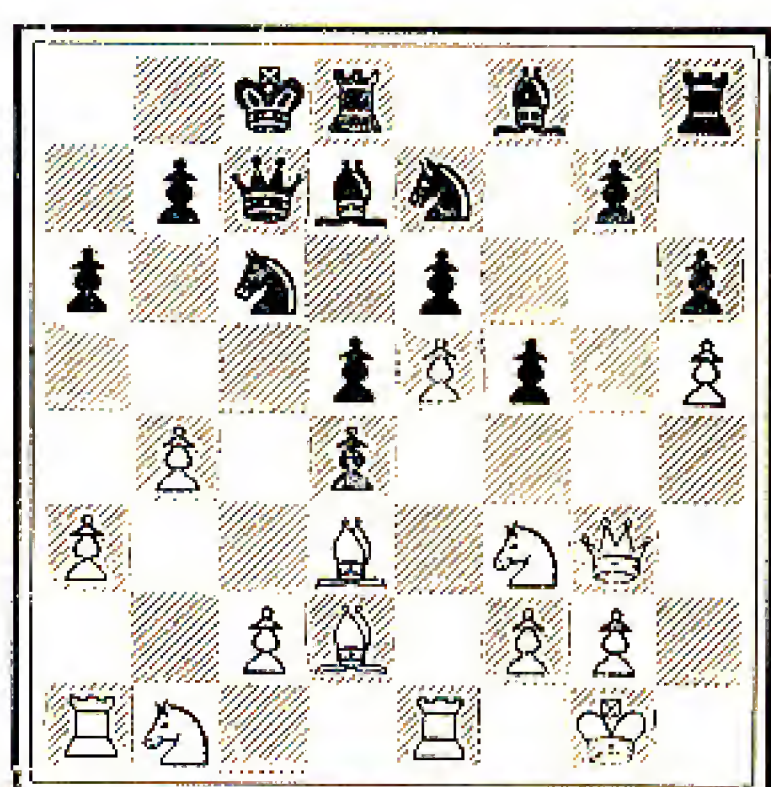
12 Black has castled and White has followed up his last move by playing P-Kt4. Now White's left wing attack is under way. He threatens to play P-Kt5 which would force Black's QKt back to Kt1, where it would be entirely out of play.



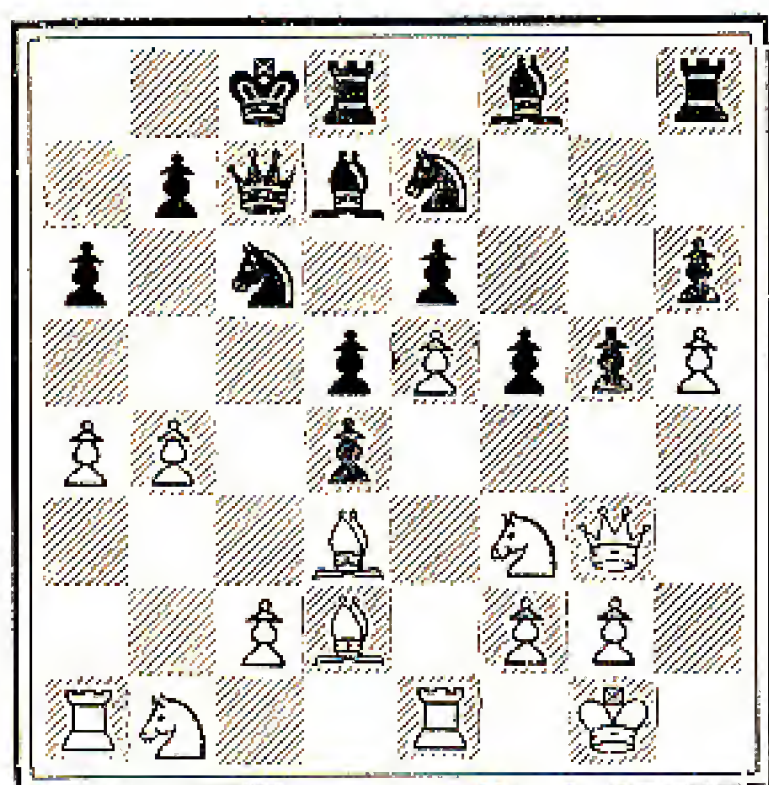
13 Black has played P-QR3 (to prevent White's P-Kt5) and White has played P-R5 to dislodge the Kkt. As Black retreats from the attack on two flanks, his forces become crowded into a tangled mass of mutual interference and helplessness.



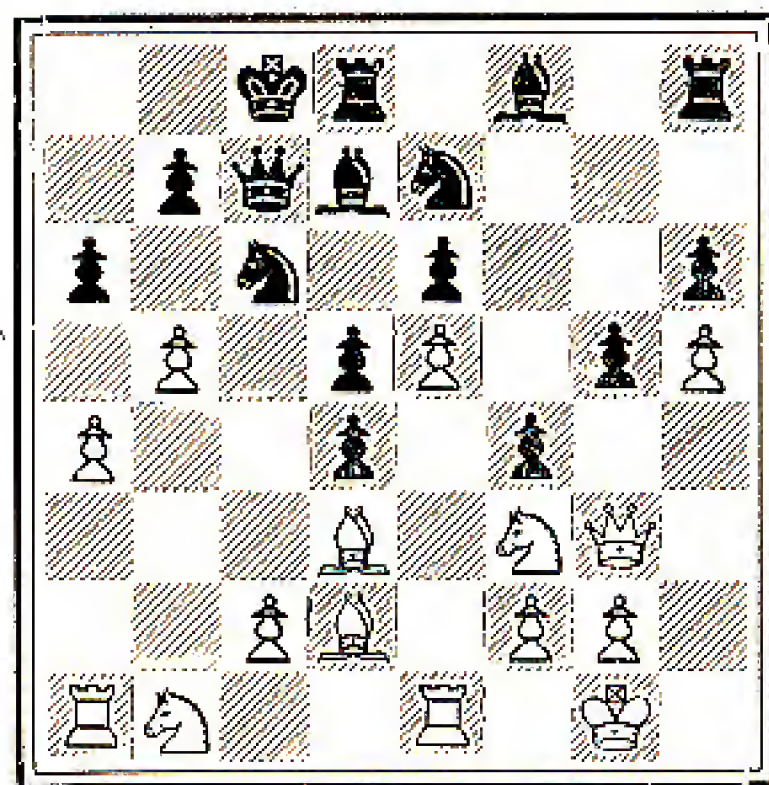
14 The black Kt has retreated to K2, bottling up the KB. White has played B-Q2 to guard his OKtP so that he can resume the Q-side branch of the pincer attack by advancing his QRP and then his QKtP. Note that while the wing attacks are in progress the center is blocked.



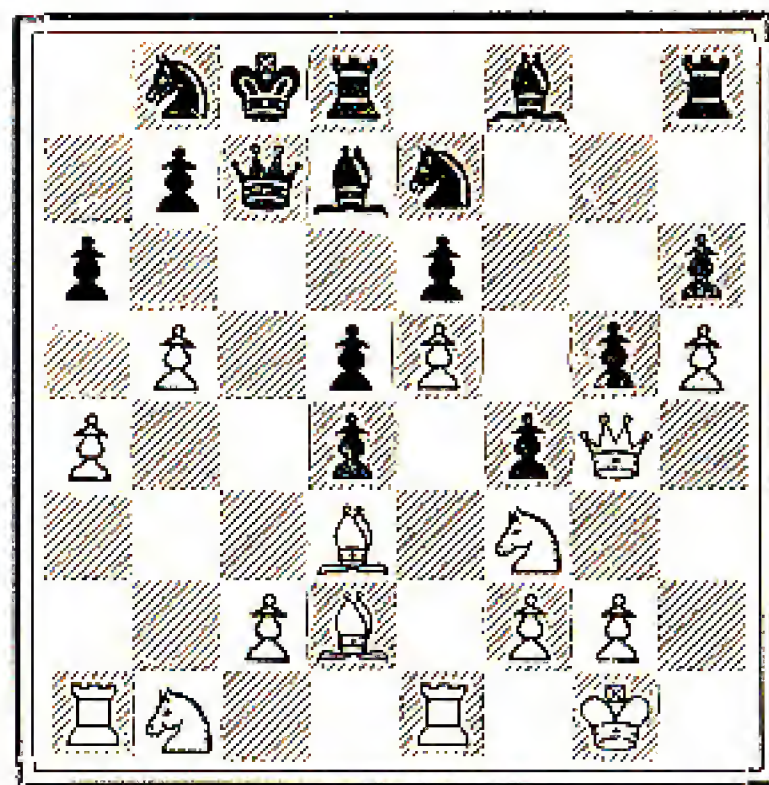
15 Black has played P-R3 to stop White from playing Kt-Kt5 and also with the idea of starting a counter-attack on the King-side. (White could have played Kt-Kt5 on his last move and raise havoc with the threat of Kt-B7, but preferred his own plan.)



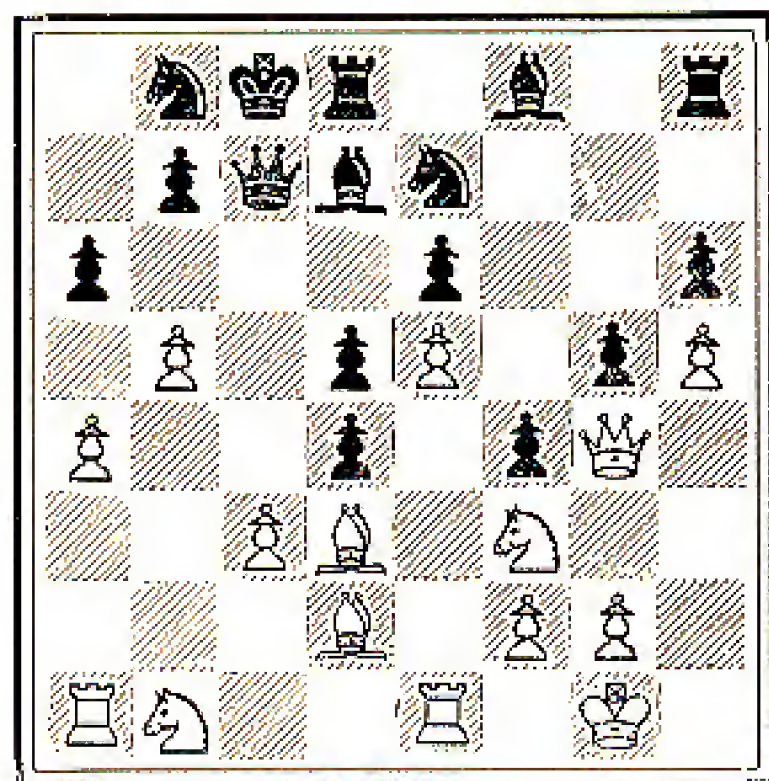
16 White has resumed his left wing advance by playing P-R4, threatening P-Kt5. Black has countered with P-KKt4. Again he hopes that White will capture en passant as then Black could play R-Kt1 and soon regain his Pawn with attacking chances and more freedom.



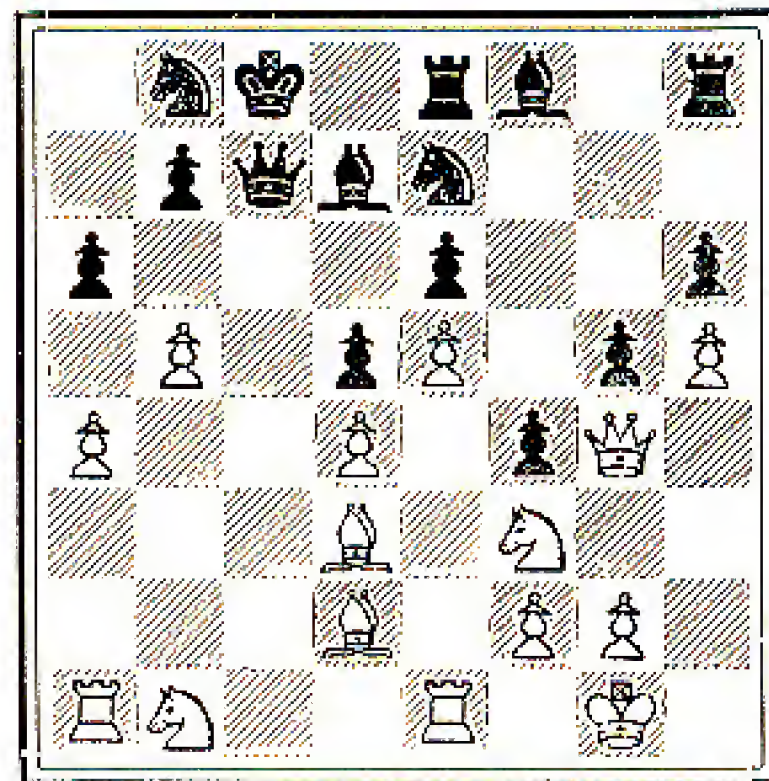
17 But White ignores Black's feeble efforts and has played P-Kt5. Now, his infantry have "contacted the enemy." The advanced Pawn stabs at the Black Knight and QRP, clearing the way for the supporting forces in the background. Black has countered with P-B5.



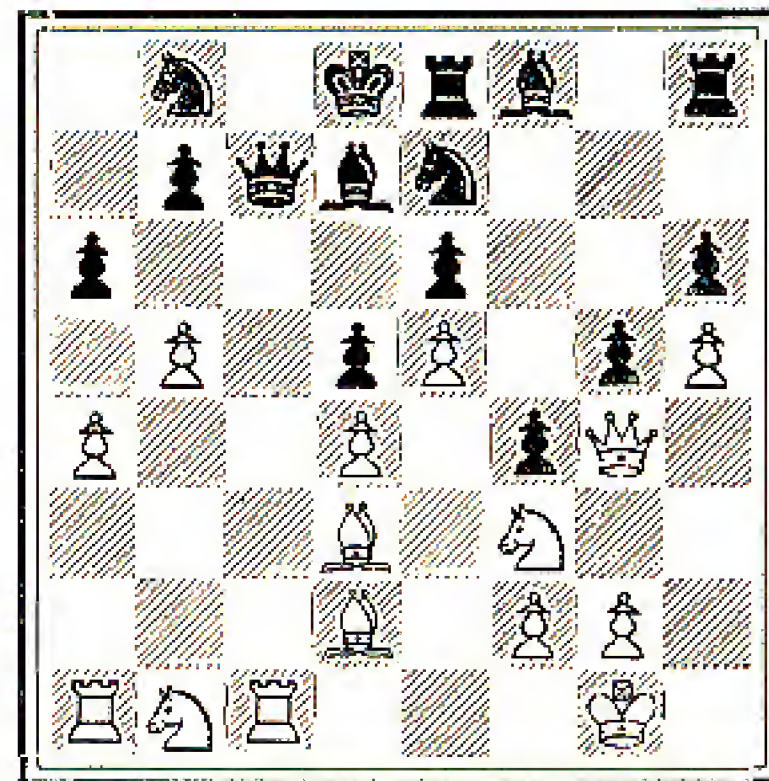
18 As White's Queen was attacked, he has played Q-Kt4. Black has retreated his QKt to Kt1 where it is completely stranded. Black was afraid to exchange Pawns as this would have opened up the QR-file and exposed his King to attack by White's QR.



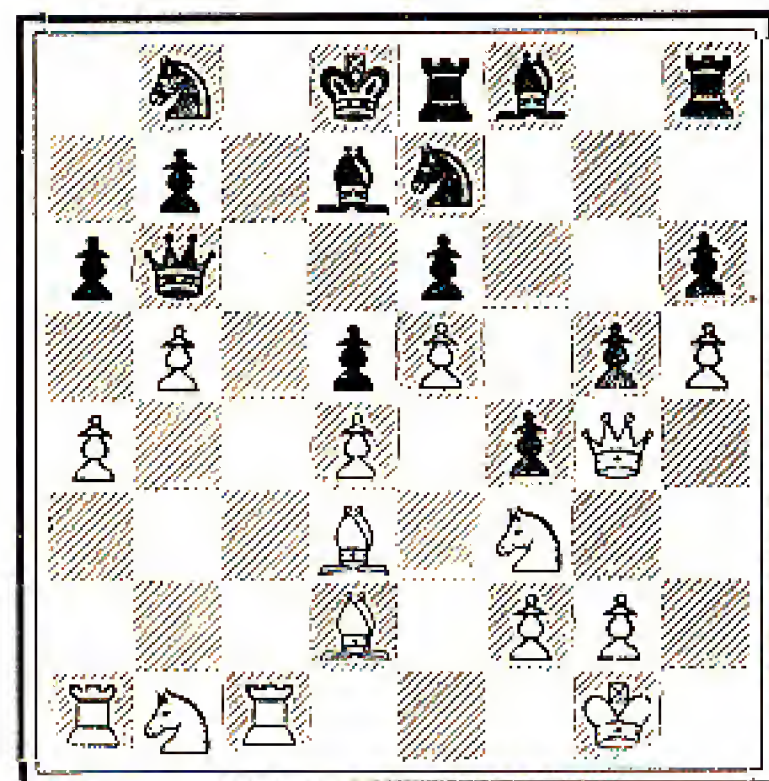
19 Now White has played P-B3. Why give away this Pawn when he could play KtxP? Because White wants to open the QB-file, move his heavy artillery into position, and open fire on the Black King and Queen. Black dare not take the Pawn.



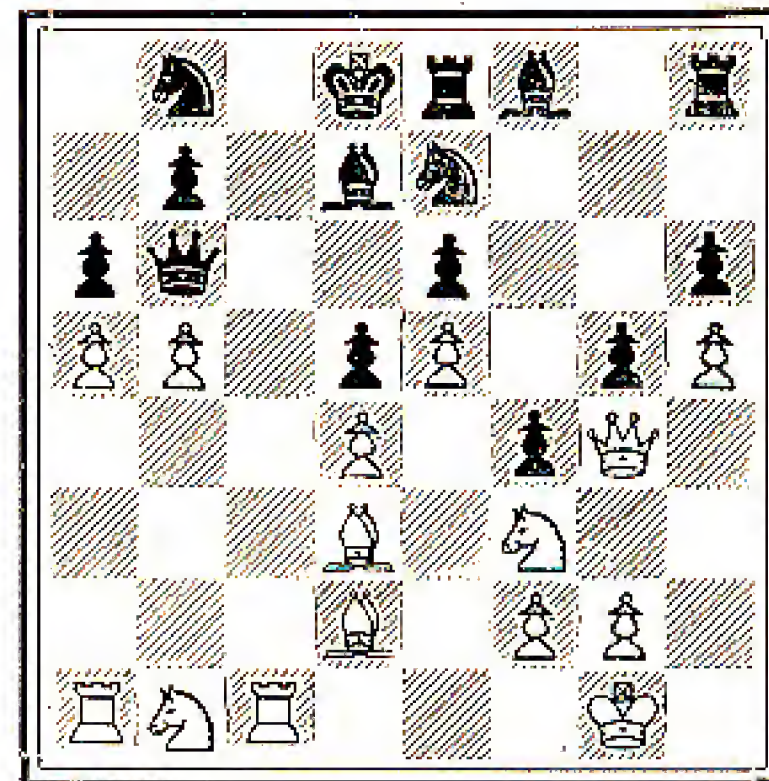
20 Black has no time for material gain when his King is in danger and has played R-K1 to provide an escape for the Monarch. White has captured the QP, opening the QB-file, and threatens to play R-QB1. Then Black's real troubles will begin.



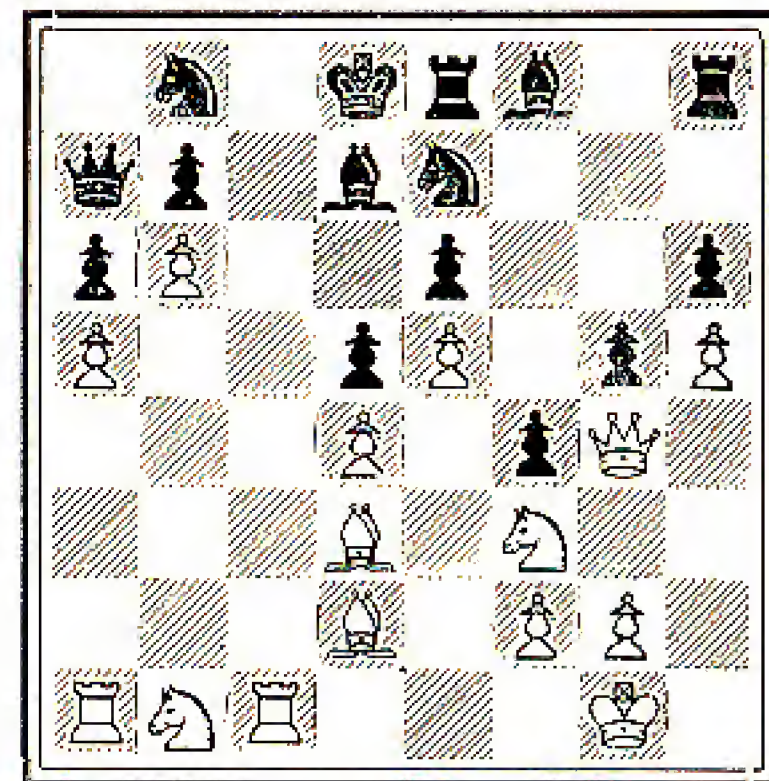
21 Black has hastily moved his King to Q1, to get out of the line of attack, and White has played R-QB1. One of the big guns has moved into position. Contrast the power of this Rook, sweeping the entire file with its deadly fire, with Black's powerless forces.



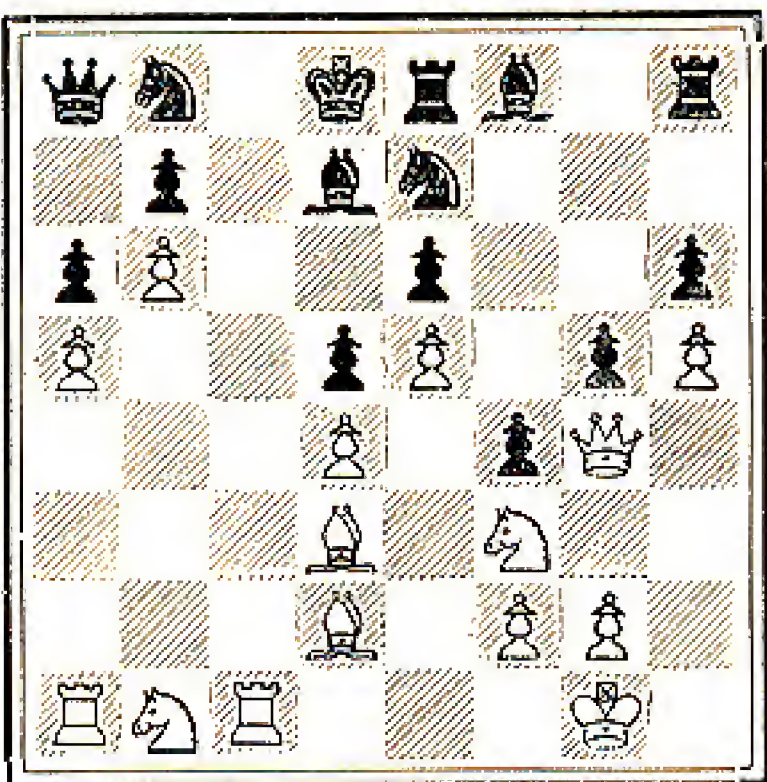
22 Black has made the one and only available move with his Queen—to Kt3. At this stage, examine Black's pieces and note how little mobility they possess, how they interfere with each other. They are either completely blocked or ineffectively placed.



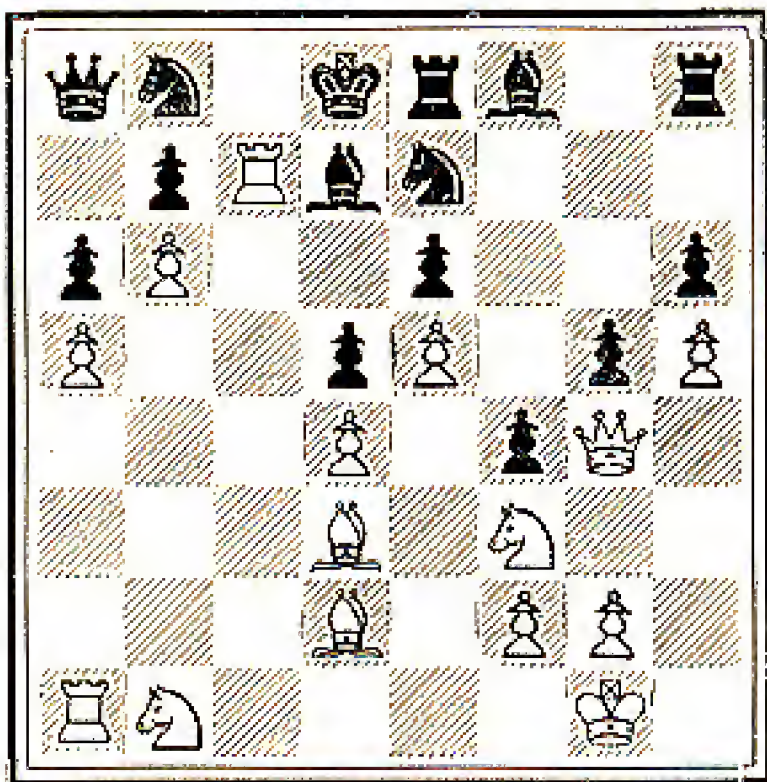
23 White has played P-R5 and now the infantry have come to grips with Black's most valuable piece. The QRP stabs at Black's Queen and she cannot flee to an advanced post. She can only get away from the threatening Pawns by retreating.



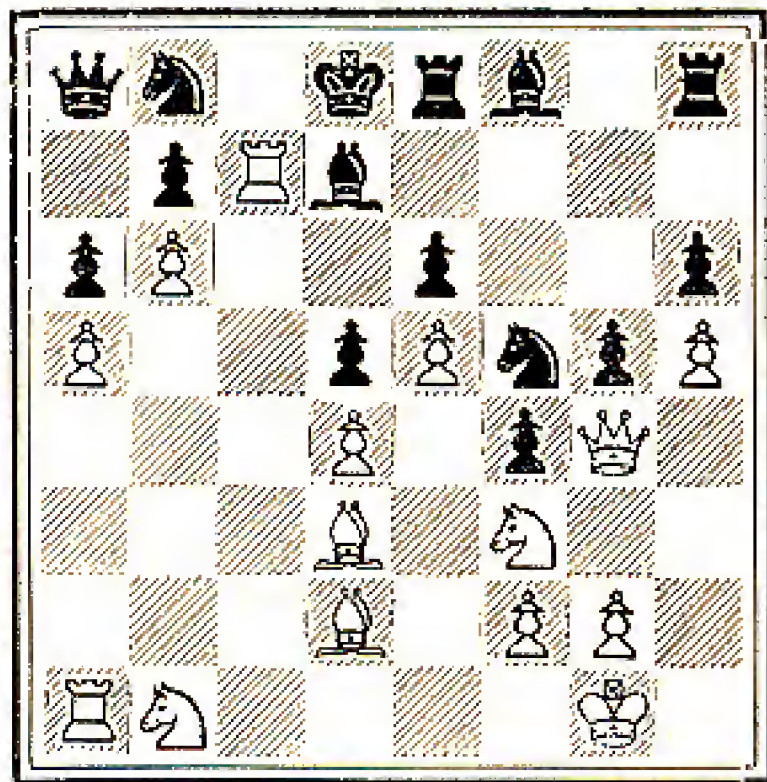
24 The Queen has gone back to R2, the only available square, and the White infantry stab at her again as the QKtP advances to Kt6. Was ever a Queen treated so disrespectfully? White is slowly but surely strangling his opponent to death.



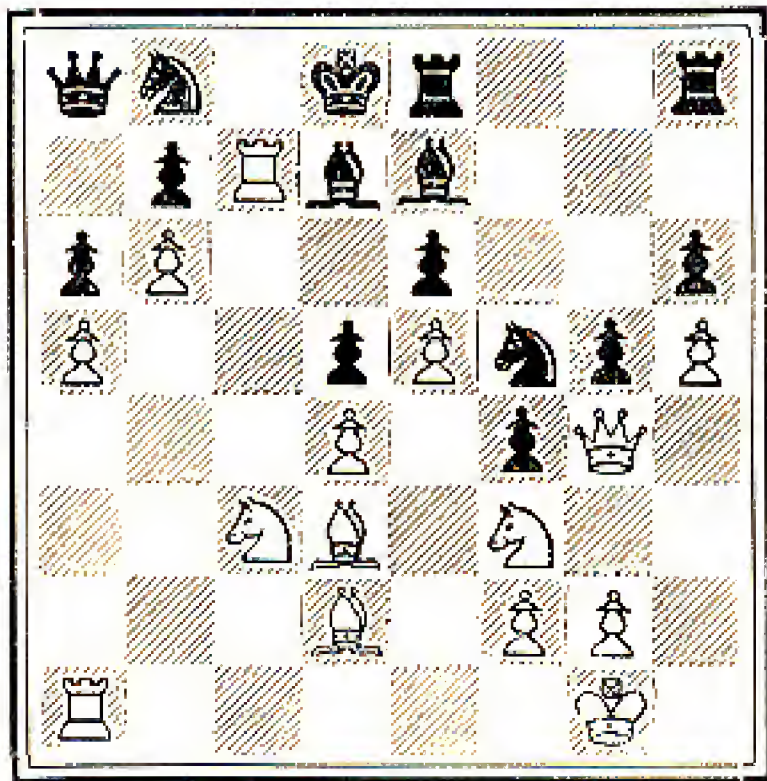
25 With only one place to go, the Queen has retreated to R1. The black Queen's position is almost incredible. It is completely out of the game. Here is a striking example of how a Queen can lose all its power when it loses its mobility.



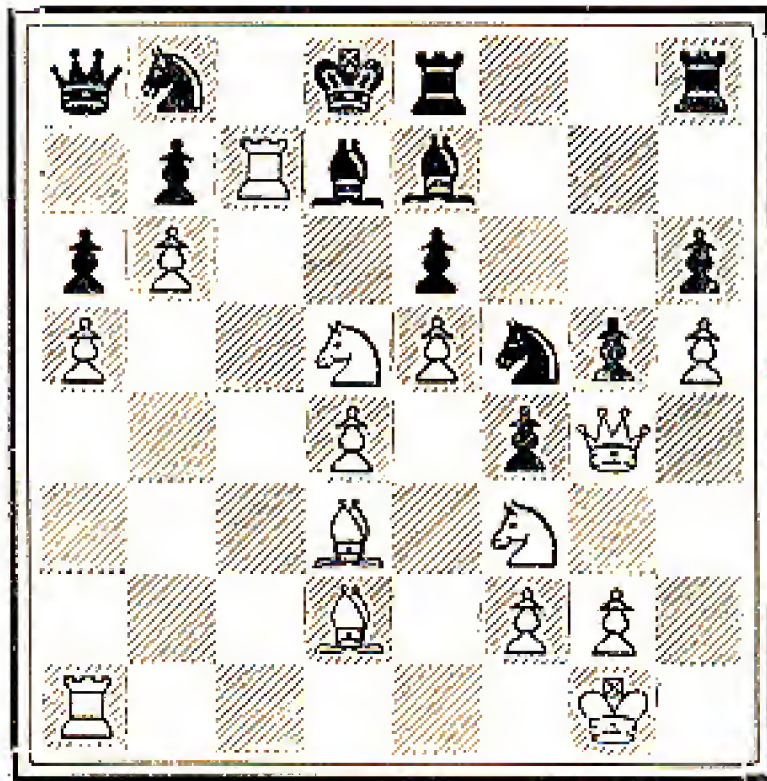
26 White decides that the time has come to capitalize on his big advantage in mobility. The pincer attack on the flanks has disorganized Black's forces and rendered them almost powerless. Now comes the break through the center. As the first step, White has played R-B7.



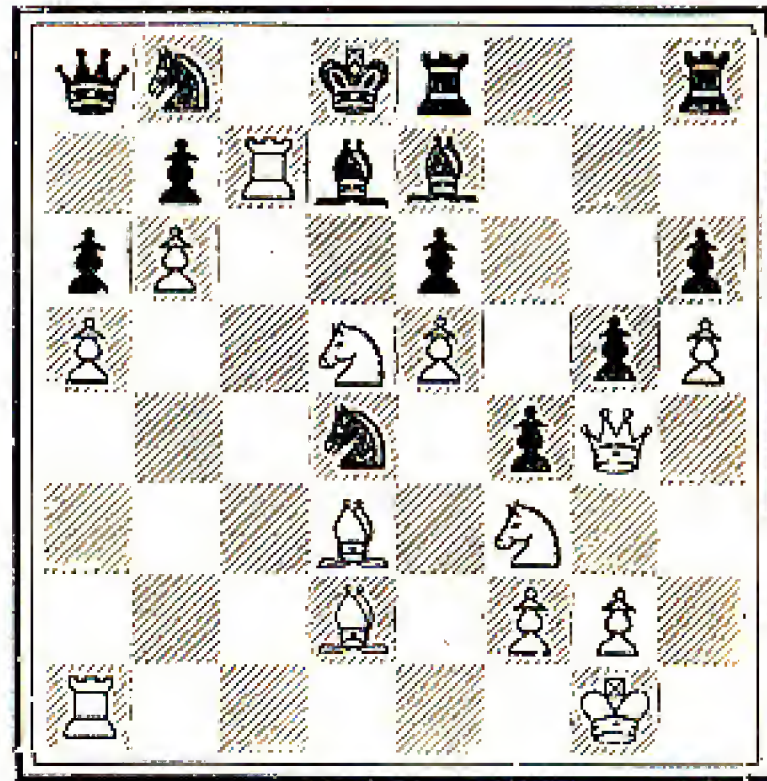
27 In a struggle to get some freedom, Black has played Kt-B4. This gives some mobility to both his Bishops. The KB can move to K2 and the QB is relieved from guarding the KP. But it will take a long time to disentangle the pieces.



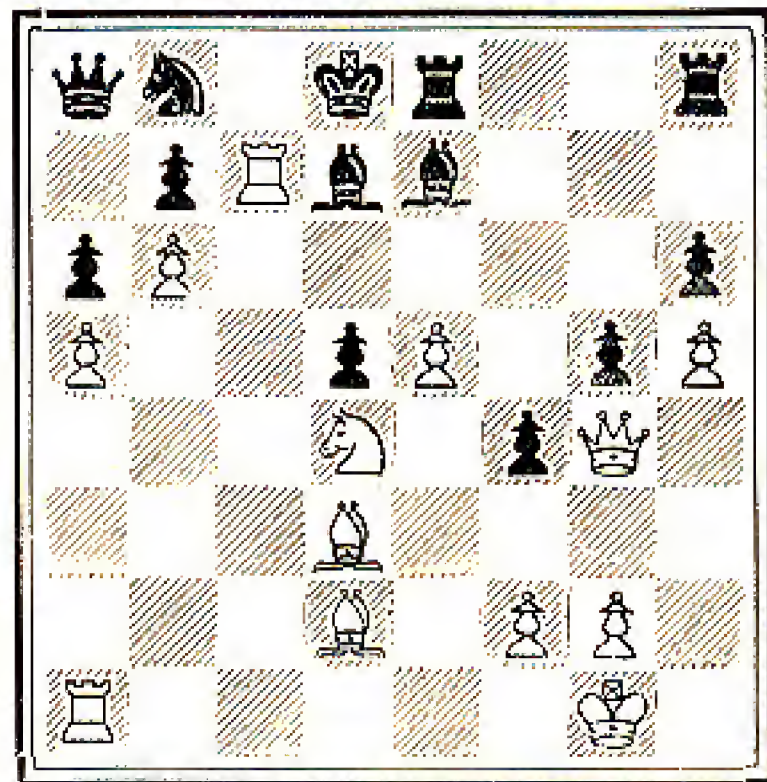
28 White has played Kt-B3, bringing up his reserves for the final thrust. Black has played B-K2, again trying to get his pieces into some semblance of coordination. Then comes a sparkling finish to the game.



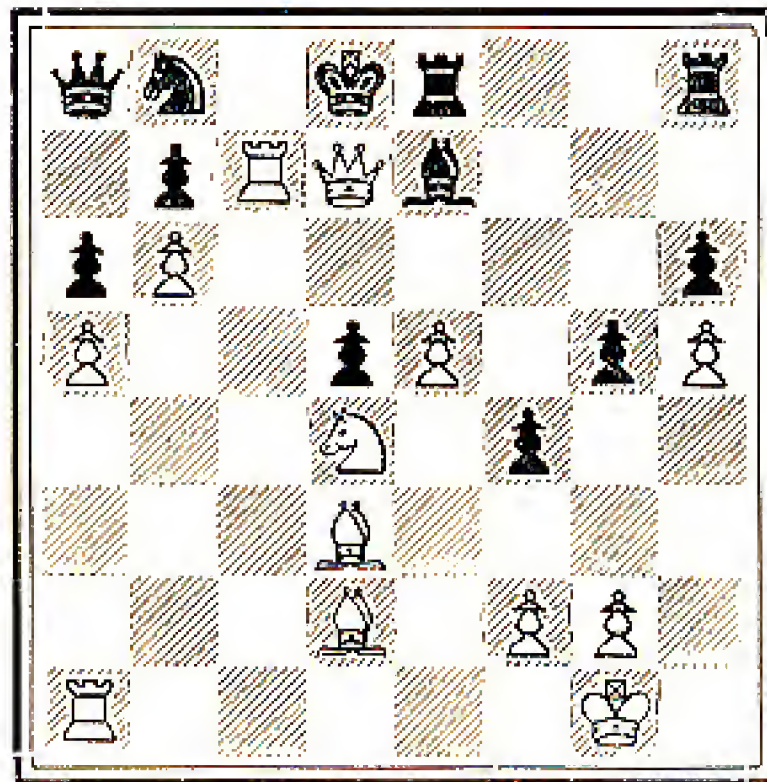
29 White has played KtxQP! This is not a sacrifice although it looks like one. If Black recaptures PxKt, White can play BxKt, regaining his piece with a concentrated attack which would finish the game quickly.



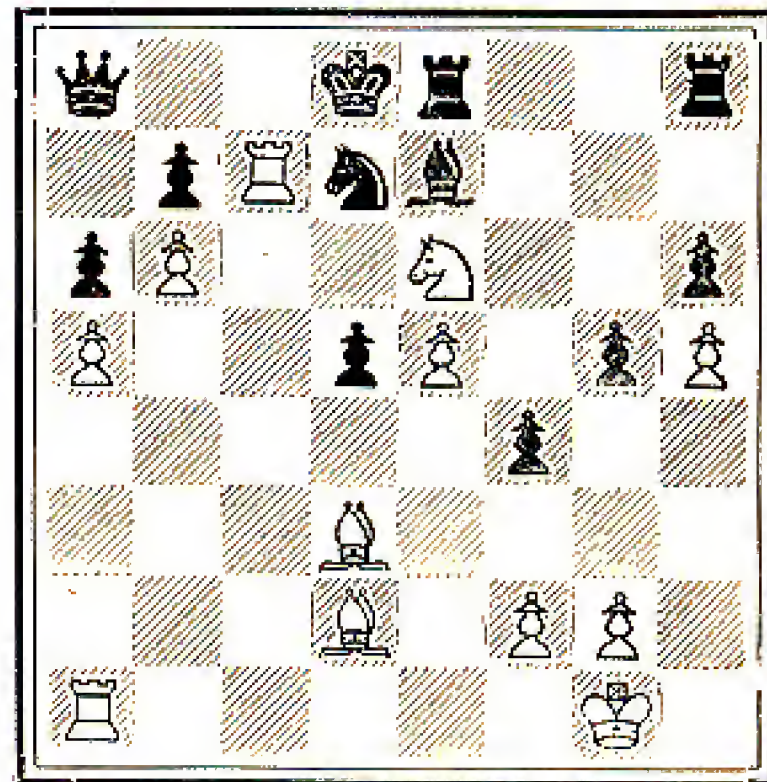
30 Black's position is crumbling and there is not much he can do to save himself. He has played KtxP with the idea of regaining the lost Pawn. He figures that if White plays KtxKt he will be able to play PxKt.



31 The game continues as Black anticipated—up to a point. White has played KtxKt and Black has captured PxKt. Now White's Queen is attacked. Black has gained some freedom by the exchanges and he appears to be unaware of the rude shock that awaits him.

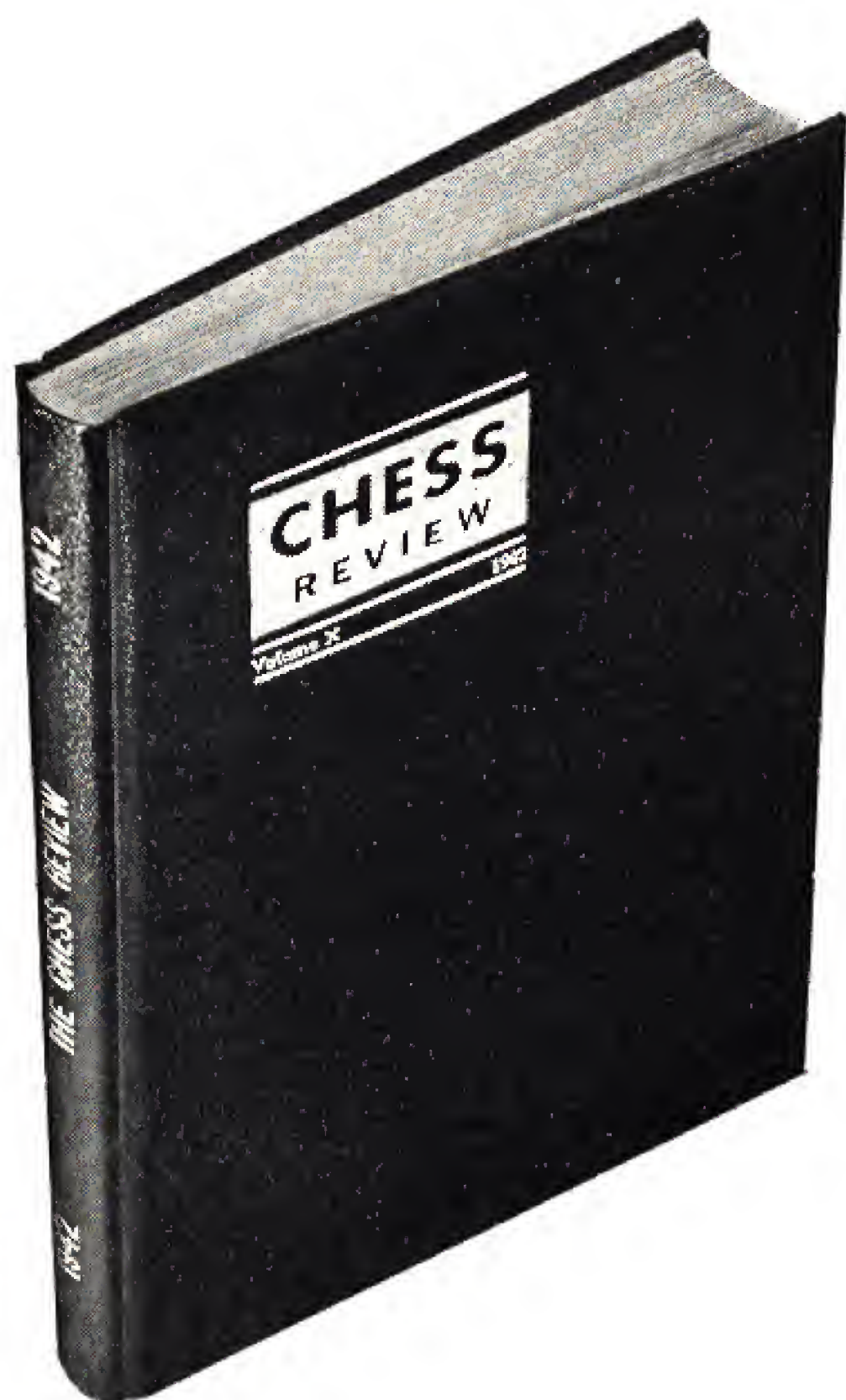


32 White has played QxBch! The pretty sacrifice of the Queen is the natural outcome of the position. White has broken through the center and is using his overwhelming advantage in mobility to force a checkmate.



33 Black has played KtxQ, his only move, and White delivers the final blow with Kt-K6 mate! Even the finish is the result of poor mobility. The Black King is unable to move out of check because he is hemmed in by his own Rook and Bishop!

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Chess Thrillers

by IRVING CHERNEV

No one period could lay claim to producing more masterpieces than any other in chess history. For illustration, here are three games played by masters—all of different periods—with widely varying styles, yet united by the originality of their conceptions, and the elegance and apparent ease with which the plans are carried out.

London, 1866

MUZIO GAMBIT

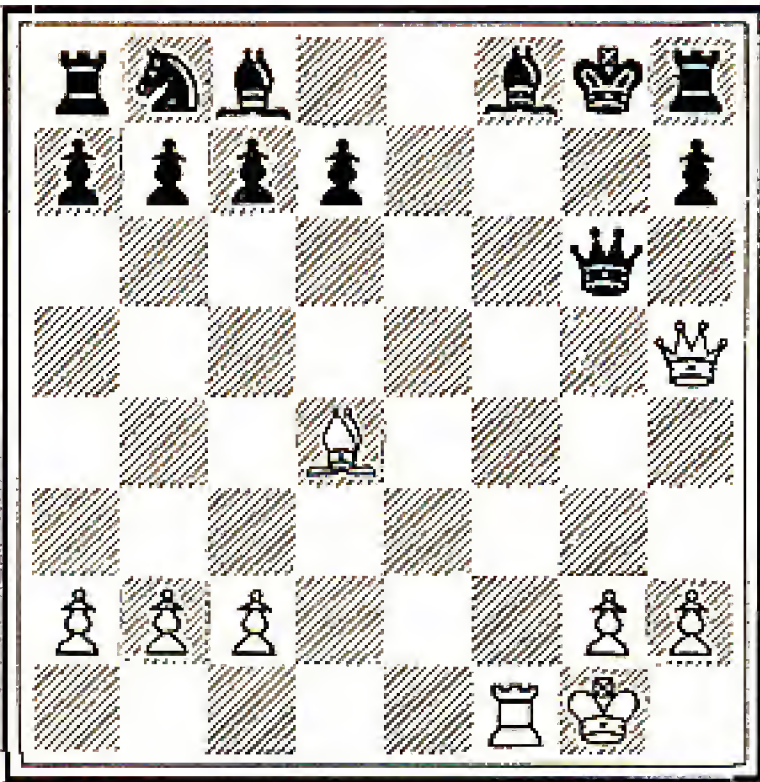
Steinitz lets loose a cyclone!
(Remove White's Queen Knight)

Steinitz Van der Meden

| White | Black |
|------------|--------|
| 1 P-K4 | P-K4 |
| 2 P-KB4 | PxP |
| 3 Kt-KB3 | P-KKt4 |
| 4 B-B4 | P-Kt5 |
| 5 O-O | PxKt |
| 6 QxP | Q-B3 |
| 7 P-K5 | QxP |
| 8 BxPch | KxB |
| 9 P-Q4 | QxPch |
| 10 B-K3 | Q-B3 |
| 11 Q-R5ch | Q-Kt3 |
| 12 RxPch | Kt-B3 |
| 13 RxKtch! | |

How many pieces must a man sacrifice?

| | |
|-----------|-------|
| 13 | KxR |
| 14 B-Q4ch | K-B2 |
| 15 R-B1ch | K-Kt1 |



| | |
|-----------|-------|
| 16 Q-K5 | B-Kt2 |
| 17 Q-Q5ch | Q-K3 |
| 18 Q-KKt5 | Q-KR3 |
| 19 Q-Q8ch | B-B1 |
| 20 Q-K8!! | |

A "quiet" move after the storm—but there's no answer, as Black can stop 21 Q-B7 mate by 20 ... Q-KKt3, but then 21 QxB is mate! Nor can the other pieces help as the bad weather has kept them home!

| | |
|---------|---------|
| 20 | Resigns |
|---------|---------|

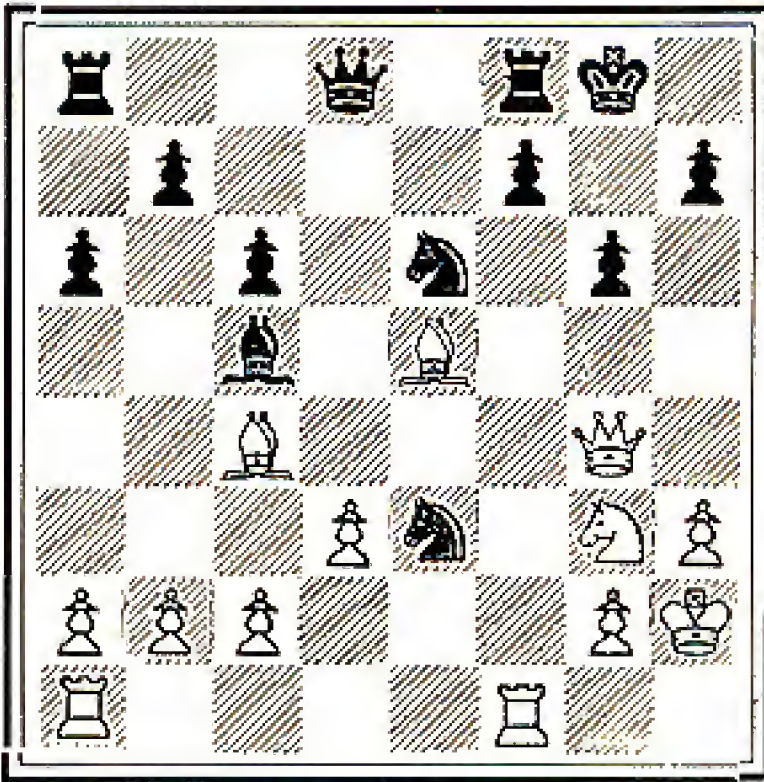
Kassa, 1894

ALAPIN'S OPENING

Charousek evolves a delightful combination, including a Queen sacrifice!

Charousek Englander

| White | Black |
|-----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-K2 | Kt-KB3 |
| 3 P-KB4 | P-Q3 |
| 4 QKt-B3 | B-Kt5 |
| 5 P-KR3 | BxKt |
| 6 BxB | Kt-B3 |
| 7 O-O | B-K2 |
| 8 B-B4 | Kt-Q5 |
| 9 P-Q3 | P-B3 |
| 10 B-K3 | Kt-K3 |
| 11 Kt-K2 | P-QR3 |
| 12 Kt-Kt3 | PxP |
| 13 BxBP | P-Q4 |
| 14 PxP | KtxP |
| 15 B-K5 | O-O |
| 16 Q-R5 | B-B4ch |
| 17 K-R2 | P-KKt3 |
| 18 Q-Kt4! | Kt-K6 |



| | |
|-----------------|--------|
| 19 QxKt!! | KtxRch |
| 20 RxKt | PxQ |
| 21 BxPch | R-B2 |
| 22 RxR | Q-K1 |
| 23 R-B6(dis)ch | K-Kt2 |
| 24 R-B4(dis)ch | K-R3 |
| 25 R-R4ch | K-Kt4 |
| 26 R-Kt4ch | K-R3 |
| 27 Kt-B5ch | PxKt |
| 28 B-B4ch | K-R4 |
| 29 R-Kt5ch | K-R3 |
| 30 R-Kt8(dis)ch | K-R4 |
| 31 P-Kt4ch | PxP |
| 32 BxPch | K-R5 |
| 33 B-Kt3 Mate | |

KEMERI, 1937

RETI OPENING

A delightful display by the Esthonian wizard.

Keres Book

| White | Black |
|----------|--------|
| 1 Kt-KB3 | P-Q4 |
| 2 P-B4 | P-K3 |
| 3 Kt-B3 | Kt-KB3 |
| 4 P-Q4 | B-K2 |
| 5 P-KKt3 | O-O |
| 6 B-Kt2 | P-B3 |
| 7 O-O | QKt-Q2 |
| 8 P-Kt3 | P-QKt3 |
| 9 B-Kt2 | P-QR4 |
| 10 Kt-Q2 | B-R3 |
| 11 P-K4 | PxBP |
| 12 P-K5 | Kt-Q4 |
| 13 PxP | KtxKt |
| 14 BxKt | R-B1 |
| 15 R-K1 | P-QKt4 |
| 16 P-B5 | P-B3 |
| 17 PxP | BxKBP |
| 18 Kt-K4 | P-Kt5 |
| 19 B-Kt2 | P-K4 |
| 20 Kt-Q6 | PxP |

Or if 20 ... R-QB2; 21 PxP, B-K2, 22 Q-Kt3ch, K-R1; 23 Kt-B7ch, wins the exchange.

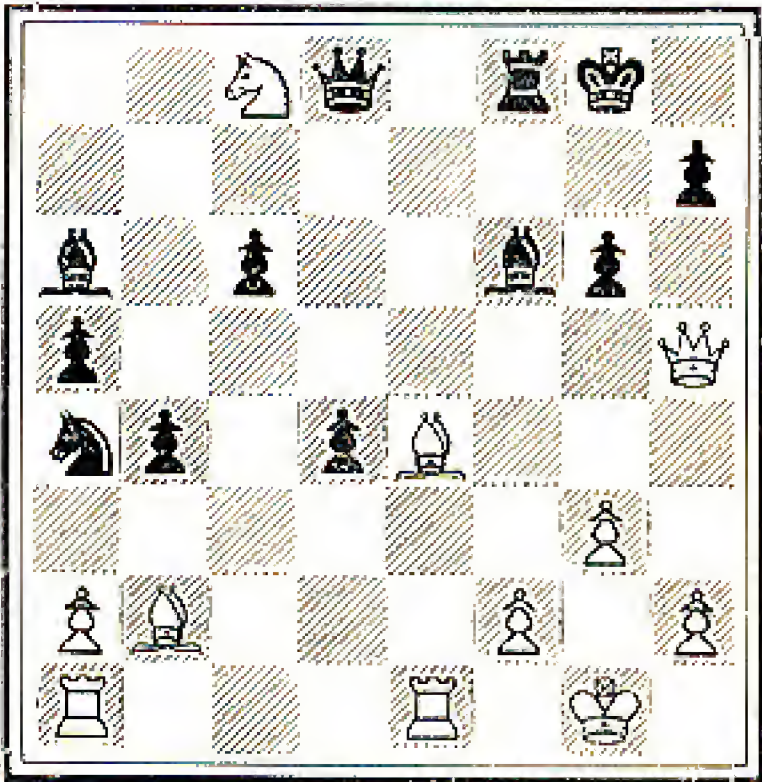
| | |
|---------|-------|
| 21 KtxR | KtxP |
| 22 Q-R5 | Kt-R5 |

White's Kt and B are attacked, and yet Keres finds a way to utilize both pieces in an assault against the King!

| | |
|---------|------|
| 23 B-K4 | |
|---------|------|

Threatens 24 BxPch, followed by mate in two more moves.

| | |
|---------|-------|
| 23 | P-Kt3 |
|---------|-------|



| | |
|----------|------|
| 24 BxKtP | PxB |
| 25 QxPch | K-R1 |

Or 25 ... B-Kt2; 26 Kt-K7ch, K-R1; 27 Q-R5ch, B-R3; 28 QxB mate.

| | |
|----------|------|
| 26 Kt-K7 | |
|----------|------|

Threatening 27 Q-R6 mate.

| | |
|----------|---------|
| 26 | BxKt |
| 27 RxB | QxR |
| 28 BxPch | Resigns |

The Two Knights' Defense

A Complete Analysis of the Opening

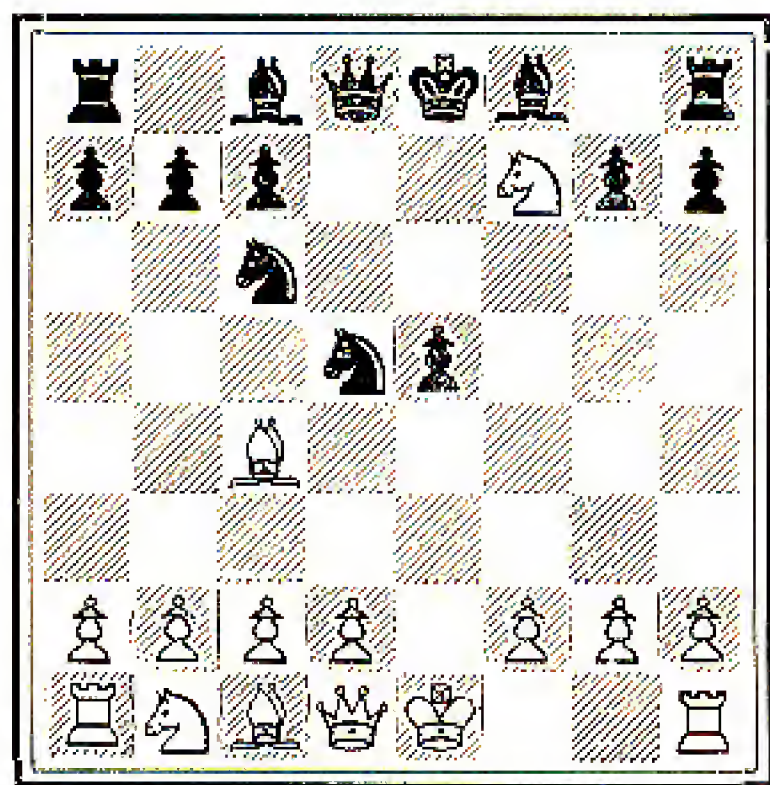
by ALBERT S. PINKUS

In this new series, which began in the October issue, Chessmaster Pinkus presents a thorough analysis of the Two Knights' Defense. Part 3 next month—in the December issue.—Ed.

PART TWO

Fegatello Variation

| | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-Kt5 | P-Q4 |
| 5 PxP | KtxP |
| 6 KtxBP | |



It is interesting to note that the early masters thought 3 ... Kt-B3 (Two Knights' Defense) unsound because of the rejoinder 4 Kt-Kt5 and after the Black reply of 4 ... P-Q4; 5 PxP, KtxP; considered that the Knight sacrifice at KB7 settled the game in White's favor. Evidently this opinion has prevailed to the present time and the variation has fallen into disuse. This can be further attributed to the strength of Rio's move 6 P-Q4 which gave White a good game; and if the player of the White pieces was disinclined to play the speculative Fegatello he could switch to the Rio.

Still another factor in the neglect of the Fegatello by Black was the revival of the ancient Polerio move of 5 ... Kt-QR4 which obtained the initiative, although at the cost of a Pawn. When the Italian method of castling (King to R1 and Rook to K1) was in vogue, the Fegatello won by force. After the standardization of castling, the attack lost much of its force, but

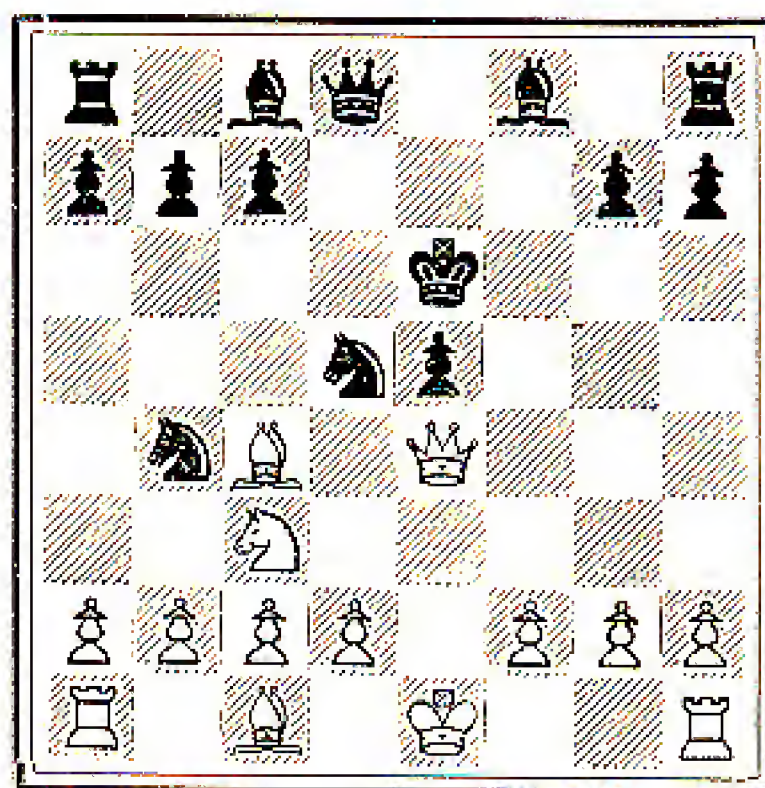
the play by the defense had to be so correct that few players would care to take the risk. However I believe the defense has possibilities for Black.

| | |
|----------|--------|
| 6 | KxKt |
| 7 Q-B3ch | K-K3 |
| 8 Kt-B3 | Kt-Kt5 |

While 8 ... Kt-K2 protects the thrice attacked Knight, it really cuts off any chance of counter-attack by Black. The black Bishop can only develop at Kt2, and the unfortunate black King is pinned to the center for the protection of the Knight. Naturally the King cannot remain at K3 very long, for if White succeeds in opening the King and Queen files for the entry of the Rooks, then Black would be forced to give up his material advantage to get his King into safety. It is difficult to suggest any proper defense for Black after 8 ... Kt-K2.

The text move is the more aggressive defense, and is critical for both sides. Black not only protects his pinned Knight, but also gains valuable time by the attack on White's QBP. White now has four possible moves which will be examined in turn:

- (A) 9 Q-K4
- (B) 9 O-O
- (C) 9 P-Q4
- (D) 9 P-QR3



(A) Position after 9 Q-K4.

| | |
|--------|------|
| 9 | P-B3 |
|--------|------|

This leads to a solid system of play which offers Black good chances. His plan is the retreat of the exposed King to either KB2 or QB2. Naturally the Knight at Q4 must be supported, and the move P-B3 fits in nicely with both ideas.

| | |
|----------|------|
| 10 P-QR3 | |
|----------|------|

If now 10 P-Q4, K-B2! and White has nothing better than 11 PxP, when Black continues 11 ... B-K3, further solidifying his position and remaining with a Knight against two Pawns. Or if 10 P-Q4, K-B2; 11 P-QR3, Pxp wins. Another possibility for White is 10 P-B4 which leaves Black with a problem to solve. To protect the KP is fatal, but Black has nothing to fear from QxPch as his King may safely retreat to KB2. The important square to protect is Q4 before White plays P-QR3. Best after 10 P-B4 is 10 ... P-QKt4; 11 B-Kt3, B-Kt2; 12 O-O, B-B4ch; 13 K-R1, Q-B3 with the better game.

| | |
|---------|-------|
| 10 | Kt-R3 |
|---------|-------|

Very weak is 10 ... Q-R4?; 11 PxKt, QxR; 12 O-O, and although Black is a Rook ahead his position is hopeless.

| | |
|---------|-------|
| 11 P-Q4 | Kt-B2 |
|---------|-------|

The point of the variation. The Knight at Q4 is well protected, and the black King cannot be prevented from retreating from his exposed position. Naturally 12 QxPch only hastens the black King on to KB2, after which the White attack is over.

| | |
|---------|------|
| 12 P-B4 | |
|---------|------|

On 12 B-B4, K-B2; 13 BxP, B-K3 wins.

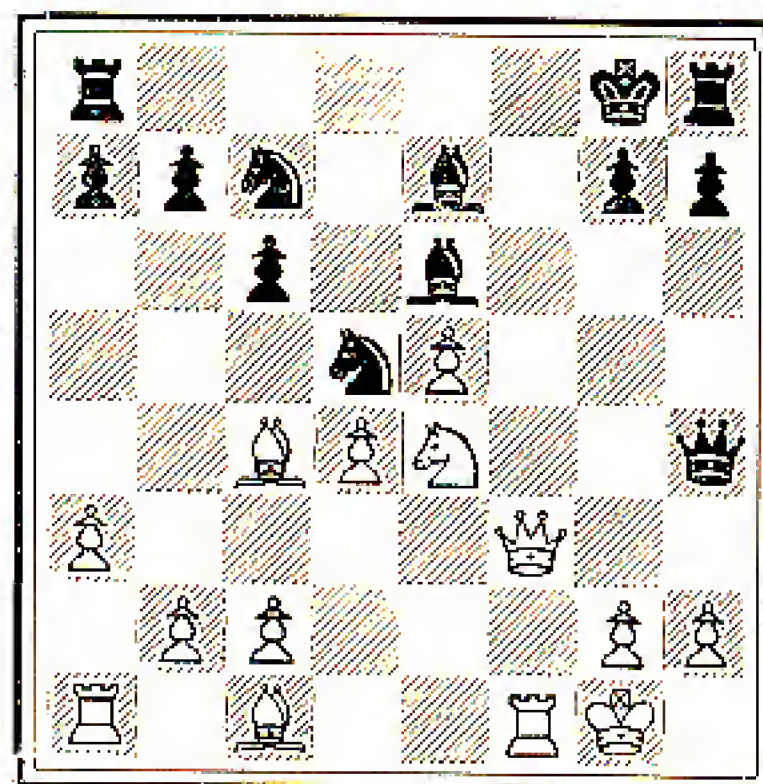
| | |
|---------|-------|
| 12 | K-B2 |
| 13 BPxP | K-Kt1 |

Leonhardt, 1907, suggested K-K1. Or 13 QPxP, P-KKt3; 14 O-O, B-KB4; 15 Q-K2, B-B4ch; 16 K-R1, Q-R5 and White's position is poor.

| | |
|---------|------|
| 14 O-O | B-K3 |
| 15 Q-B3 | Q-R5 |

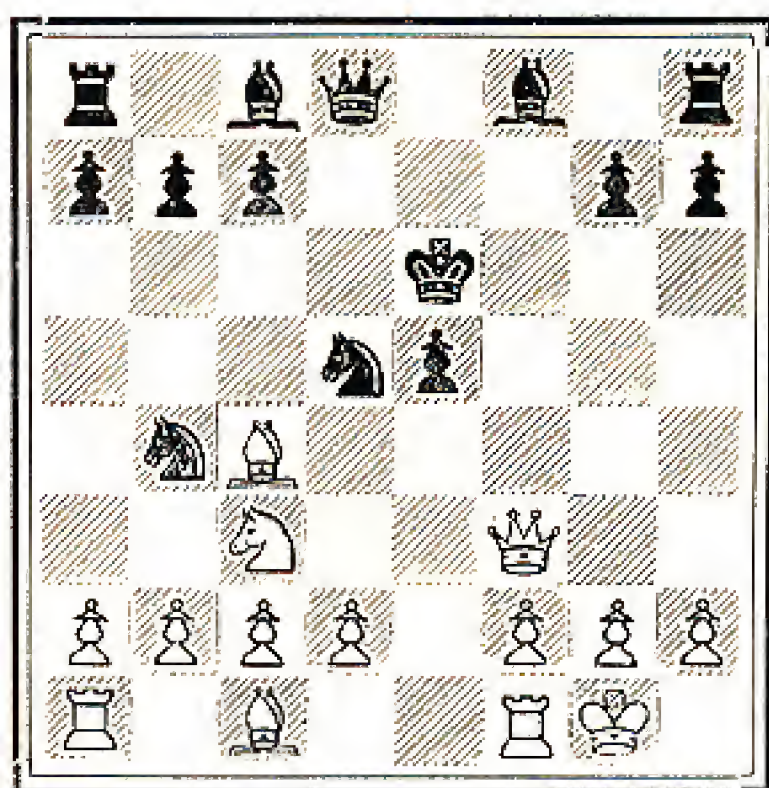
Also solid is either ... Q-K1 or ... Q-Q2, and it is difficult to see how White can operate against the extra piece. A trap to be avoided is 15 ... KtxKt?; 16 Q-B7ch, BxQ; 17 BxB mate.

| | |
|----------|------|
| 16 Kt-K4 | B-K2 |
|----------|------|



Black must win as White's Pawns are not compensation for the Knight.

* * * * *



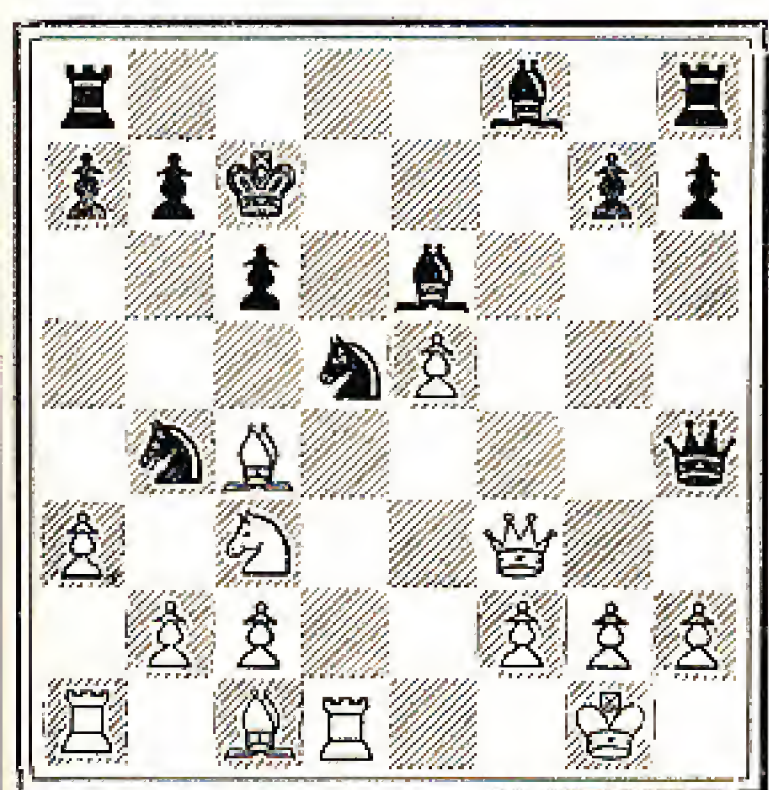
(B) Position after 9 O-O.

9 P-B3
10 P-Q4

The only effective continuation. White must open the game as soon as possible to take advantage of the black King's position. After 10 Q-K4, K-Q3; 11 P-Q4, K-B2; 12 QxPch, Q-Q3; 13 Q-K2, KtxKt; 14 PxKt, Kt-Q4 wins.

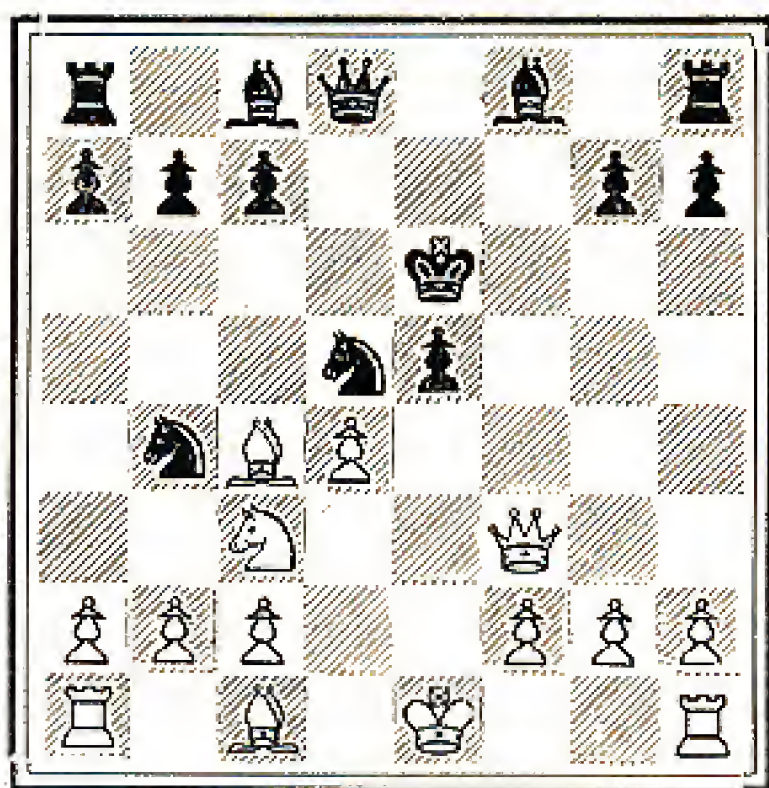
After 10 P-Q4 Black has many possibilities but the best plan is to retreat the King to QB2.

10 K-Q3
11 PxPch K-B2
12 R-Q1 B-K3
13 P-QR3 Q-R5



The entrance of the black Queen into an offensive post soon forces White on the defensive. The immediate threat is QxB, which counters White's attack on the Knight at Kt5. Of more importance is the fact that the black Queen is released from the pin of the Rook. White's possible lines are: 14 B-Kt3, KtxKt; 15 BxB, KtxR; 16 PxKt (QxKt, R-Q1 wins), R-Q1, with a Rook ahead and also the initiative. Or 14 Kt-K4, B-Kt5; 15 Q-B7ch, Q-K2; 16 QxQch, BxQ; 17 P-KB3, KtxP; 18 R-Kt1, B-KB4 wins because the Kt at B7 comes back to safety via K6 or Q5. If White plays 19 BxKt, PxP; 20 RxB, QR-Q1 wins also.

* * * * *



(C) Position after 9 P-Q4.

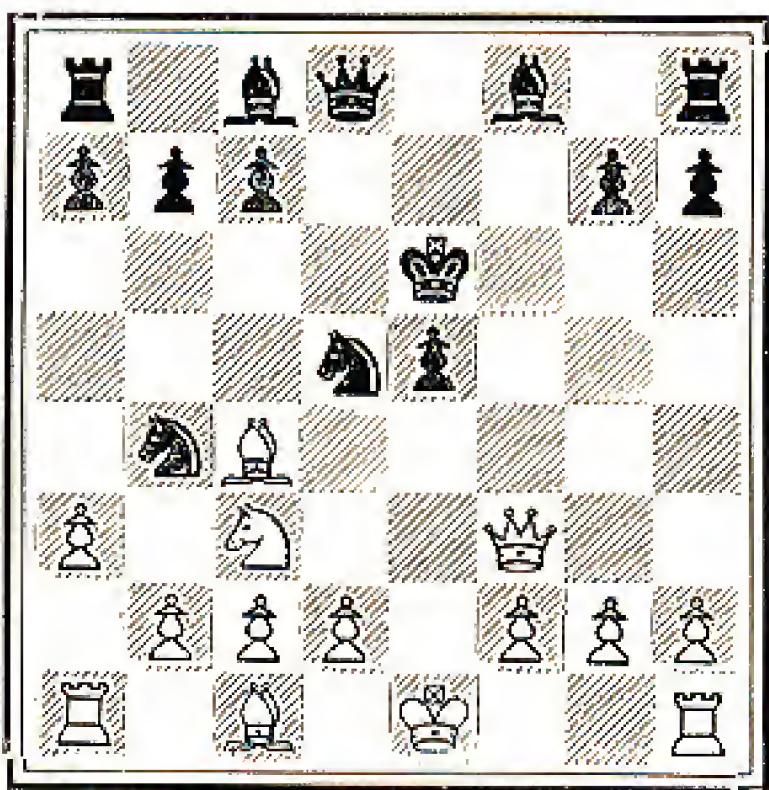
9 P-B3

Again the best system. Many of the variations under this section can transpose into other given lines, i.e. 10 O-O, K-Q3; or 10 Q-K4, K-B2.

10 Q-K2 K-B2
11 PxP B-K3
12 Kt-K4 B-K2
13 P-B4 R-B1
14 P-B3 Kt-R3
15 O-O K-Kt1 wins.

There is no doubt that this variation does not offer White as much resource as either Q-K4 or O-O.

* * * * *



(D) Position after 9 P-QR3.

9 KtxPch
10 K-Q1 KtxR
11 BxKtch

Or 11 KtxKt, P-B3!; 12 Kt-B7ch, K-Q3; 13 KtxR, P-QKt4; 14 B-R2, B-K3; 16 BxB, KxB; 16 QxPch, B-Q3; 17 R-K1, QxKt wins. This is highly speculative, and Black has other defenses. However, the above seems satisfactory.

Another possibility is 11 KtxKt, K-Q2; 12 Q-B7ch, B-K2; 13 QxP, Q-B1; 14 QxP, B-Q3; 15 Kt-B6ch, K-Q1; 16 Q-KKt5, P-KR3; 17 Q-R4, B-KB4 wins. Again White has a discovered check, but can do nothing with it.

11 K-Q2
12 Q-B5ch K-Q3
13 Q-Q3 P-B3 wins

White can do nothing with the

discovered check, for if 14 BxPch, KxB; 15 QxQ, B-Kt5ch rewins the Queen.

RECAPITULATION

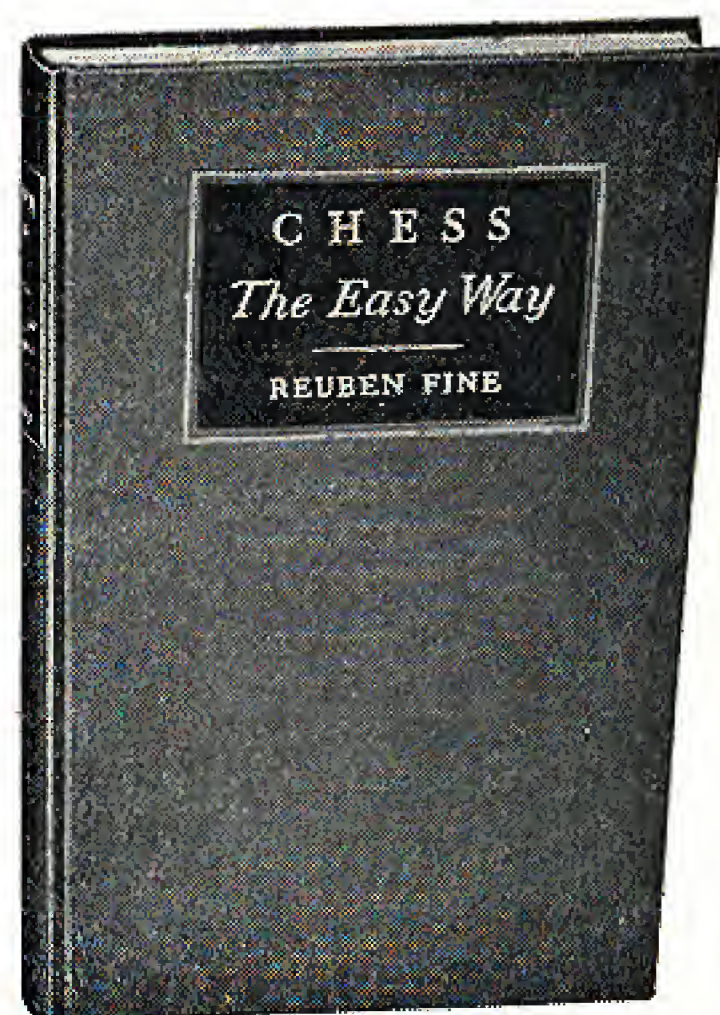
After 8 Kt-Kt5, White's best move is either 9 Q-K4 or 9 O-O, but in either case, Black should win with the consolidating move 9 . . . P-B3.

After 9 P-Q4, again Black's best defense is 9 . . . P-B3 and the retreat of the King to QB2, or KB2 if possible. (The loss of time involved in winning the Rook by 9 . . . KtxPch; 10 K-Q1, KtxR is fatal.)

There is no doubt that the move 9 P-QR3 allows Black too many chances, and whether he accepts the proffered Rook or not his game is preferable.

All the variations require extreme care on Black's part and the *Fegatello* should not be played by the inexperienced player. I am convinced, however, that the move of 8 . . . Kt-Kt5 is a win for Black. The important point to remember is that Black's KP need not be protected and that the King must retreat as soon as possible from its exposed position.

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P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

Altschul Problem Book Series

Our indebtedness to Frank Altschul for his splendid series on problem chess calls for a humble word of appreciation. Through his privately owned Overbrook Press, Altschul has published limited editions of problem books, as splendid in their content as they are exquisite in their appearance. These books mark an all-time high in the history of chess problem literature.

The magnificent A CENTURY OF TWO-MOVERS (1941) was followed by the valued F. GAMAGE, ARTIST IN CHESS PROBLEMS (1941). Then came, in two small volumes, the unpretentious and exhaustive SKETCHBOOK OF AMERICAN CHESS PROBLEMATISTS (1942). Close at its heels appeared a lovely tribute to the late beloved Dr. Dobbs, A CHESS SILHOUETTE (1942).

But that is not all! Another fine book has appeared! The problem section of this issue is dedicated to THE TWO-MOVE CHESS PROBLEM IN THE SOVIET UNION. The selected problems from that book comprise this month's contest fare on page 355.

Book Review

THE ENJOYMENT OF CHESS PROBLEMS, by Kenneth S. Howard. David McKay Company, Phila., 1943; 222 pp.; price—\$3.00.

Several months ago, when Howard's awards in our Decalet tourney appeared, I could not resist the temptation of expressing a word of "preview" praise. I had been accorded the privilege of examining the manuscript of THE ENJOYMENT OF CHESS PROBLEMS. And now the finished product seems like a brand new, delightful experience.

Kenneth S. Howard is not only an extremely

skillful problemist but one of the outstanding problem authorities to have graced the American scene. He has produced a fine piece of work which is truly deserving of an extensive audience.

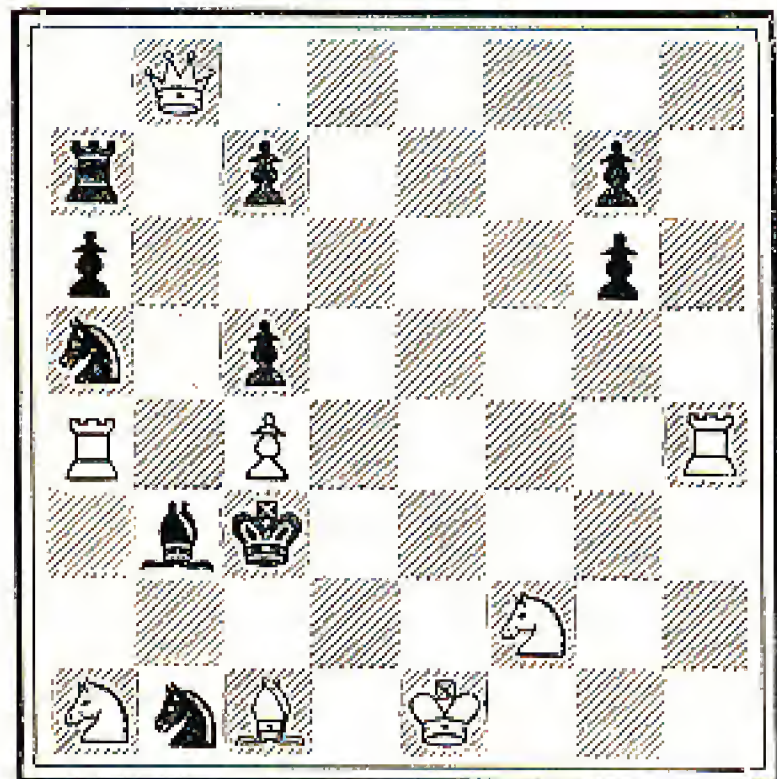
In an engaging manner, Howard manages to impart the very ENJOYMENT which chess problems have afforded him. He handles definitions of terms and themes with remarkable clarity and precision. His tone and choice of language are excellent. He happily fills the need for a book, as noted by the publishers, "written in a popular manner to appeal both to the problem lover and to the average player."

The arrangement of the book is good. Illustrative problems are intermingled with expository comment. The solutions appear at the end of each chapter of which there are eighteen, including a fine introduction and a splendid appendix. The text in the appendix is accompanied by sixteen problems by practically as many composers; all foregoing problems—200 in number—are by Howard! These include 2-ers, 3-ers, longer range direct-mate compositions, and about a dozen self-mates.

His approach is based rather on the deductive process of exposition. He steers the reader from general explanations of problem themes and patterns to specific ideas, and the problem material is unfailingly appropriate. There is sufficient evidence that Howard has not written the text around his own compositions, but has presented compositions to fit the text. That, of course, is laudable.

It is particularly gratifying that the author has chosen a happy sequence in presentation of material. The chapter on Schools of Composition, for example, is preceded by no less than eight chapters which, in embracing a general discussion ranging from First Move to Mating Move and from Types of Two-Movers to Complex Themes, serve as adequate preparation for the material which follows.

THE ENJOYMENT OF CHESS PROBLEMS may not meet with the enthusiasm of the more advanced problemist, who may be inclined to regard much of the material as quite elementary. It should be borne



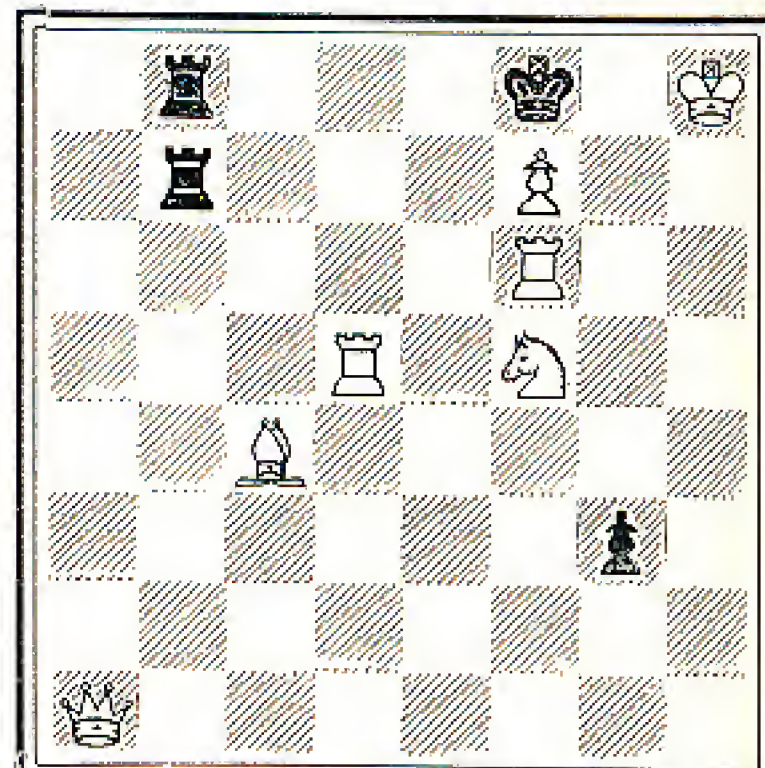
No. 1: White mates in 2 moves.

These two problems are taken from the new book entitled "The Enjoyment of Chess Problems" by Kenneth S. Howard. Both were composed by the author.

Setting No. 1, at the left, won 3rd Prize in the 4th Half-Yearly Tourney of the Mid-Week Sports Referee, 1927. Problem No. 2, on the right, received first commendation in the Falkirk Herald Tourney, 1932-1933.

Inverted solutions below:

No. 1: B-R6! 2: R-QK6



No. 2: White mates in 2 moves.

in mind, however, that Howard's problems are, in and of themselves, a desirable collection.

Consciously or not, Kenneth S. Howard has guided himself by Emerson's famed dictum regarding "eloquence in simplicity." The reader reaps the benefits of some forty years of study and composition.

June-July Solutions

(Maximum Credit—64 points)

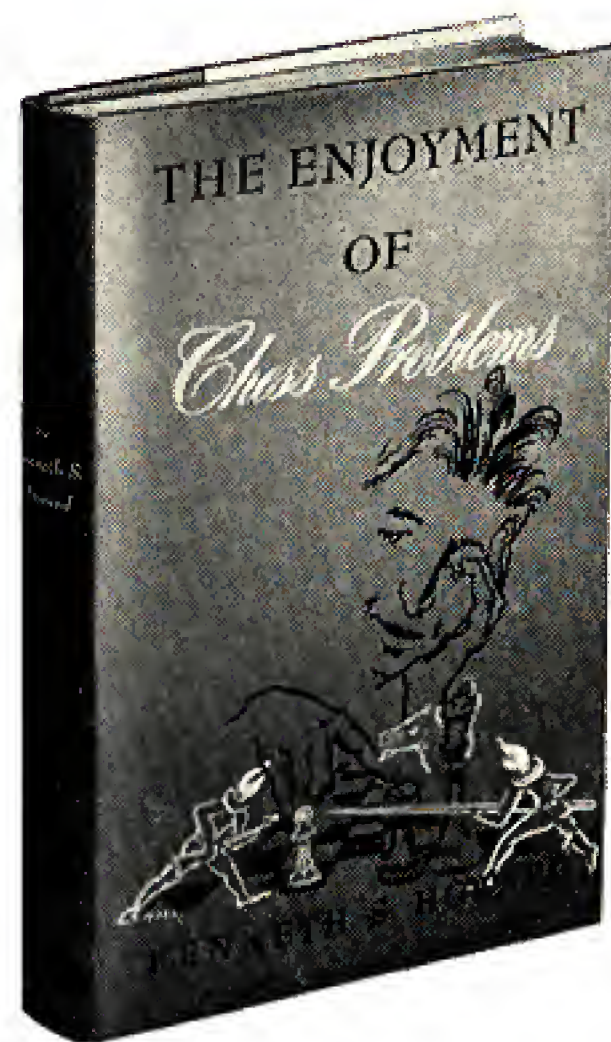
Some of the Decalets have proved to be unsound. I extend my apologies to Judge White and to the readers. It seems that in the absence of a thorough-going check of the positions by the composers, no amount of physical labor on part of your poor editor is sufficient to discover flaws. (Composers, please note!)

2090: Intention: 1 P-Kt4, with no threat, 1 . . . BxKt(R4); 2 Kt-Q2ch, etc. 1 . . . BxKt(K4); 2 Kt-Ktch, etc. 1 . . . K-Kt4; 2 Q-B1ch etc. Cook: 1 P-Kt3ch. (Can you imagine??) 2091: 1 K-R2! with no threat. If 1 . . . Kt-B3 or . . . Kt-K3 or . . . KtxKt or . . . Kt-B6ch; 2 P or R or Kt captures Kt, etc. If 1 . . . Kt else; 2 BxP, etc. If 1 . . . P-K5; 2 BxKt, etc. 2092: 1 Q-R1! 1 . . . KxKt; 2 Kt-B6ch, etc. 1 . . . Pxp; 2 Kt-Kt5ch, etc. 1 . . . K-K3; 2 KtxP, etc. (This has proved to be the most difficult of the lot, and solvers who have failed to find the key are urged to check why their claims are incorrect.) 2093: 1 R-QR7, 1 . . . P-Kt5 or . . . B-Kt6 or . . . B-B7 or . . . B-K8; 2 B-Q8 or B-B7 or B-Kt6 or BxP, respectively, etc., presenting delectable B vs. B opposition. 2094: Intention: 1 Kt-K5, If 1 . . . K-Kt5; 2 Kt-B6ch, etc. If 1 . . . K-Q5; 2 Kt(5)-B3ch, etc. If 1 . . . either P moves, 2 Kt-Q3ch, etc. But the problem is unfortunately cooked by 1 Kt-Q8, followed by 2 Kt-B6, etc. 2095: 1 KxP, 1 . . . KxKt; 2 Q-R4, P-B6; 3 P-Q4 mate. (Note that the black Pawn has moved out of the way so that it can no longer capture en passant.) 1 . . . K-B4; 2 Kt-B6, P-B6; 3 P-Q4 mate, and again Black is forced to forego a potential en passant capture. 1 . . . P-B6; 2 K-Q6 or K6ch (dual), etc. 2096: 1 Kt-K4, If 1 . . . KxKt; 2 R-B4ch. If 1 . . . P-R6; 2 R-Q2ch, this being the threat, etc. (There were numerous claims for 1 R-B4 as key, but that is adequately countered by 1 . . . B-B7.) 2097: Intention: 1 B-KB4, Cooked by: 1 Q-R1 and 1 B-Kt8. The latter, prettier in some respects than the intention was quite justly considered by some of the expert solvers as the intended first move. 2098: 1 Q-KR4!! 1 . . . K-B3; 2 Q-K4ch, P-Q4; 3 PxpP mate. 1 . . . P-Q6; 2 Pxp, etc. 1 . . . P-B3; 2 Kt-Q6, etc. 1 . . . P-B4; 2 K-Kt5, etc. (This problem also lured many solvers into incorrect claims, 1 P-R4 is adequately handled by 1 . . . P-B4! 1 Q-KB4 fails to solve.) 2099: 1 R-Kt5, 1 . . . KxR, 2 R-R4, etc. 1 . . . K-K6; 2 R-Kt3ch. (White's KBP prevents B-B4 as cook. This problem met with the favor of the solvers, many of whom expressed regret that it had received no award. It should be pointed out that Domovs, the composer had been anticipated by much elegant work along these lines.) 2100: B-Q3. 2101: B-K8. 2102: Q-Kt6. 2103: Intention K-Kt3. Cooked by B-Kt5. 2104: R-B5. 2105: Q-K2. (Note that 1 Q-R6, claimed by many solvers is adequately taken care of by 1 . . . R-K4.) 2106: R-B4. 2107: Kt-Kt3. 2108: Q-Kt1. (1 QxQ?, B-K5!) 2109: Q-Kt4.

Solvers' Standings

This month's winners are Sven Almgren of Brooklyn and D. G. Weiner of Philadelphia—each with a score of 374 (up to and including June-July solutions). Heartiest congratulations to two splendid solvers. Almgren has succeeded in reaching the top of the ladder for the second time in two years. Complete standings will be published next month.

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The Two-Move Chess Problem

THE TWO-MOVE CHESS PROBLEM IN THE SOVIET UNION, by Albrecht Buschke, Richard Cheney, Alain White. Overbrook Press, Stamford, Conn., 1943; title-page decoration by Vera Bock; 69 pp.; limited edition — 300 copies; price — \$4.00.

The reaction to a book may run the gamut, in ascending degree, to that of sheer ecstasy. It is rare indeed, however, that the extent of enthusiasm renders the reviewer rather helpless, for fear that he may not do justice to an extraordinarily fine piece of work. That is my case with THE TWO-MOVE CHESS PROBLEM IN THE SOVIET UNION (1923-1943), an elegant accomplishment.

The collaboration by Cheney, Buschke and White has resulted in an amazing unification of the trio's independent and joint efforts. Buschke, a fine linguist and recognized authority on chess literature, dug into and squeezed out of the meagre source material available the tidbits on the lives and activities of the Soviet composers. Cheney attended to research in the selection of some of the problem material. The great Alain White is responsible for the text which, of course, is excellent.

The book is thorough. There are 120 fine problems, culled with meticulous discrimination. (And herein, by the way, lies one of the chief merits of the work, for one acquainted with Soviet problem composition knows how difficult it is to separate the good from the better. The bad are rare.) Each position is discussed in sufficient detail to give the reader a sound understanding not only of the setting proper but of the background and trends effecting its birth.

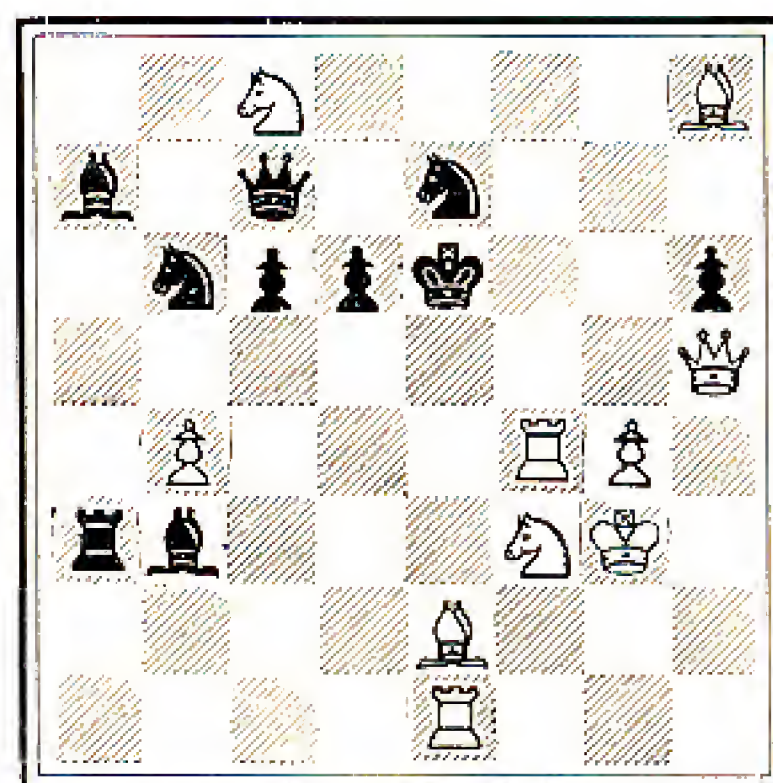
The book is timely. The deserving tribute paid to the Soviet composers may well symbolize our happy awareness of an indomitable Ally who has faced our common foe with unprecedented heroism. To quote from Alain White's masterful introduction — dated, incidentally, June 22, 1943, exactly two years after the invasion of Russia by the Nazi hordes — is irresistible: "For the past two years the attention of the entire world has been focused, with ever growing amazement, upon the courage, the determination and the achievements of the Russian army and of the Russian people. . . . In America a new understanding of the Soviet Union has been born and, in our small world of chess problems, a new and eager interest in the work of a nation, which has bred such fortitude and resourcefulness in its people." White concludes: ". . . Even a volume containing a thousand problems would not exhaust the fertility and ingenuity of these young minds. We have, therefore, concentrated our attention only on a few themes of special interest, out of many specially sympathetic to the composers of the Soviet Union, and certainly affording stimulating new vistas to ourselves. May the book fulfill two purposes, a better understanding of the two-mover in Soviet Russia and a new incentive to composition in our own country."

The book is informative. We learn of the Chess Problem Sector, in the Supreme Soviet Council for Physical Culture, which designates the outstanding problemists as Masters. Chess is a national pastime

in Soviet Russia. The giants in the problem field — L. I. Kubbel, M. M. Barulin, A. P. Gulyaev — correspond to the Botvinniks in the game. A. A. Troitzky, probably the world's leading endgame composer, has a host of eminent Soviet colleagues.

The book is instructive. The development of the two-move problem is intelligently handled. White gives a brief account of the historical background, prior to 1921, and energetically proceeds to the decade which follows, bringing us up to date. Much deserving attention is given to the Key Move, in connection with the (false) Try on which many splendid compositions have been evolved by the Soviet composers. Dual Avoidance and Contingent Threats are well exemplified. Discussion of the latter, you will recall, has appeared in these pages during the past two years. White Line themes are handled in detail, and the subdivisions are scientifically arranged, with emphasis placed on the interlinking relationships between the problems. Over 40 problems, grouped under miscellaneous themes, are a special treat.

Alain White's treatment of the following problem — M. M. Barulin and G. P. Golubev, First Prize "64", 1931 — is typical.



White mates in 2 moves

Key: Q-K8

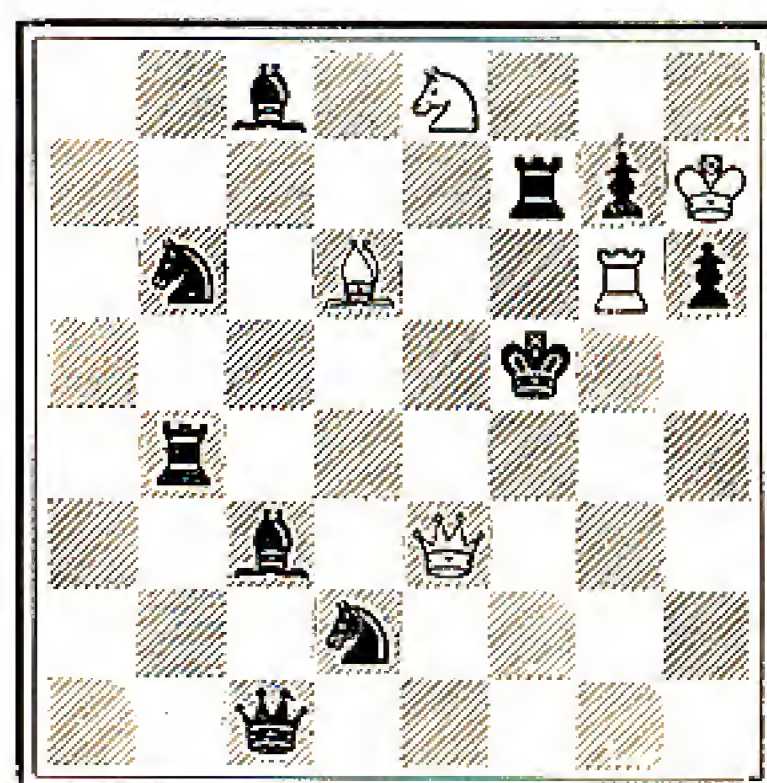
In the above problem the key move threatens double check and mate. Alain White's discussion follows: ". . . But how can Black react in a position where (so far as the diagram setting is concerned) he can only interpose on one of two checking lines? Obviously a second parry must be incorporated into each Black defense. The key threatens 2 B-B4 mate. Black has no initial power to cut the line; so, if he wishes to defeat the threat by playing to his Q4, he must simultaneously open a secondary defense onto the line K1-K6. That is just what the moves 1 . . . B-Q4, Kt-Q4 and P-Q4 accomplish, opening the lines a3-e3, a7-e3 and c7-e5 (algebraic notation for White's QR3 to K3, QR7 to K3, QB7 to K5—Ed.). The resulting mechanism constitutes the very interesting Moscow Theme."

THE TWO-MOVE CHESS PROBLEM IN THE SOVIET UNION is a superb piece of work. I offer hearty congratulations to the authors and to Frank Altschul. The ten positions on the adjoining page have been picked rather at random, with complete confidence that they will afford you much pleasure.

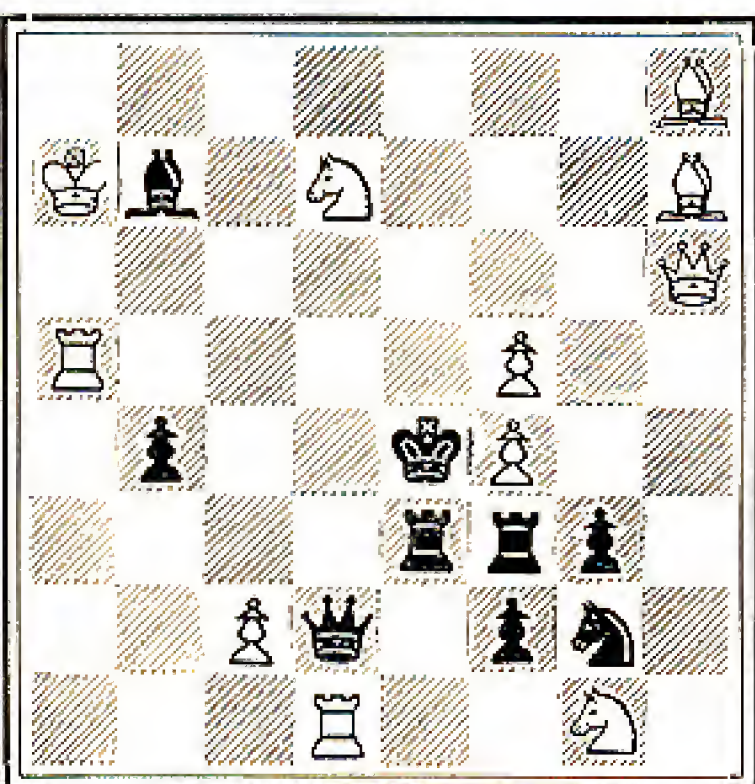
in the Soviet Union, 1923-1943

Solutions to Problems 2140-2149 must be postmarked not later than January 10, 1944. (This restriction does not apply to overseas solvers nor to men in the armed forces, unless they have early access to CHESS REVIEW as it appears.)

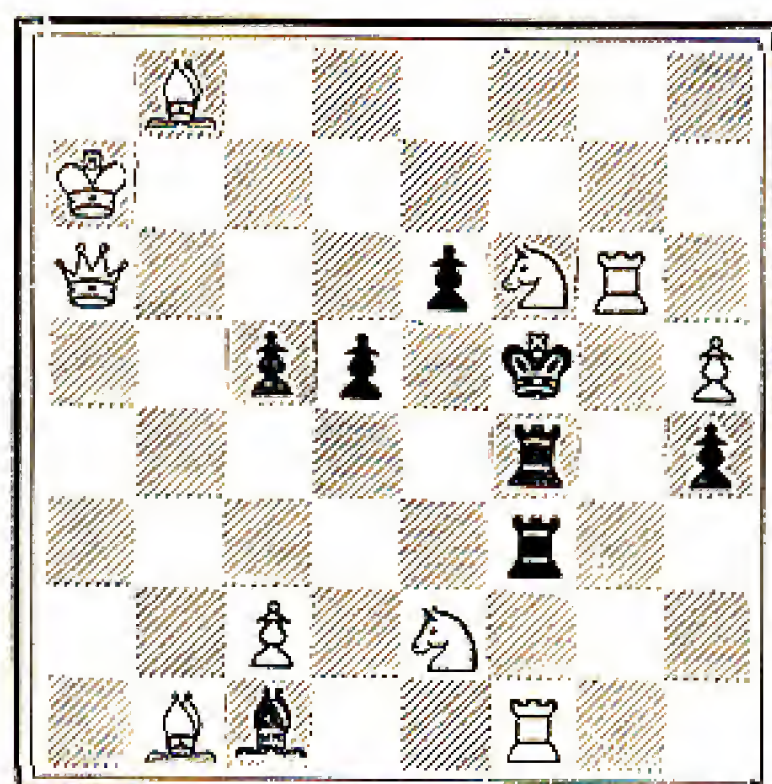
- 2140—A. P. Gulyaev, First Prize, Arbeiterschachklub, 1928
 2141—L. A. Isayev, First Prize, De Problemist, 1928
 2142—L. I. Kubbel, First Prize, Zadachy i Etudy, 1928
 2143—M. M. Barulin, First Prize, Shakhmaty v S. S. S. R., 1931
 2144—E. I. Umnov, Second Prize "64," 1931
 2145—Barulin and Isayev, First Prize, De Problemist, 1932
 2146—R. M. Kofman and L. I. Loshinsky, First Prize, Byelorussky S. Ph. K., 1934
 2147—M. I. Adabashev, First Prize, National Russian Tourney, 1936
 2148—S. S. Levman, Third Prize, Tijdschrift van den Nederlandschen Schaakbond, 1937
 2149—Barulin, Golubev, Golyaev, Loshinsky, Umnov and V. I. Schiff
 In memoriam L. A. Isayev, "64," 1932



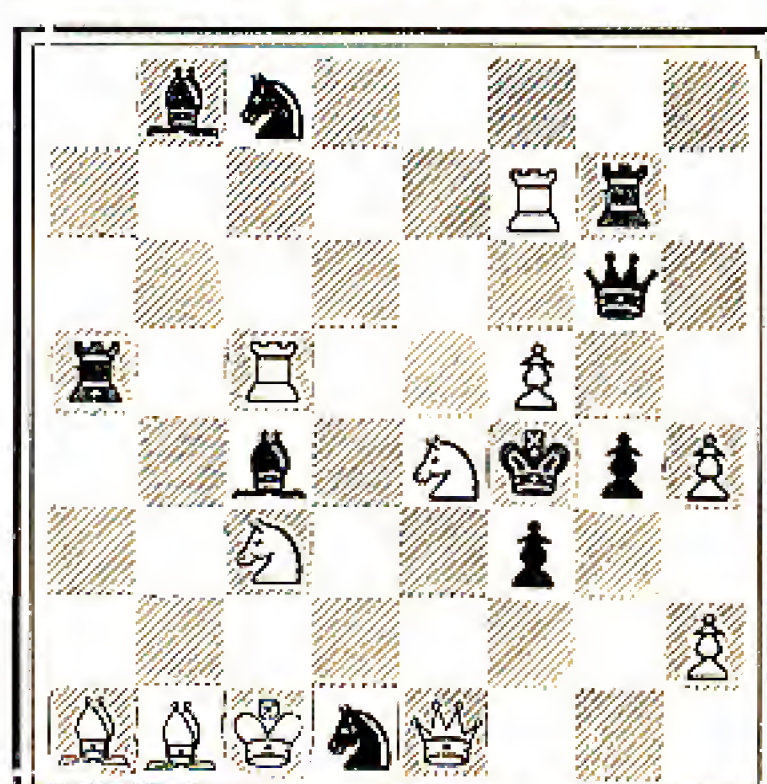
2140 White mates in 2



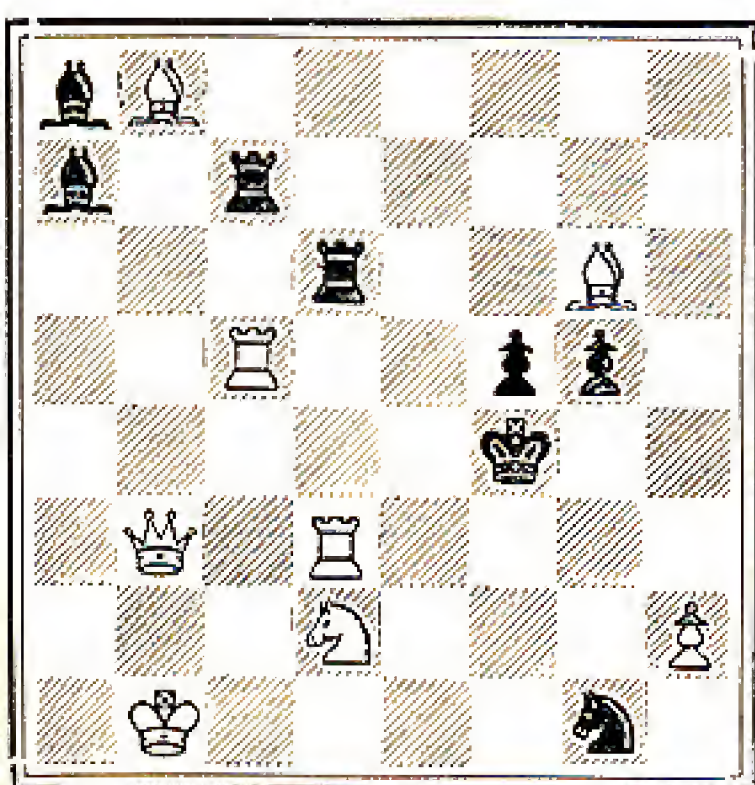
2141 White mates in 2



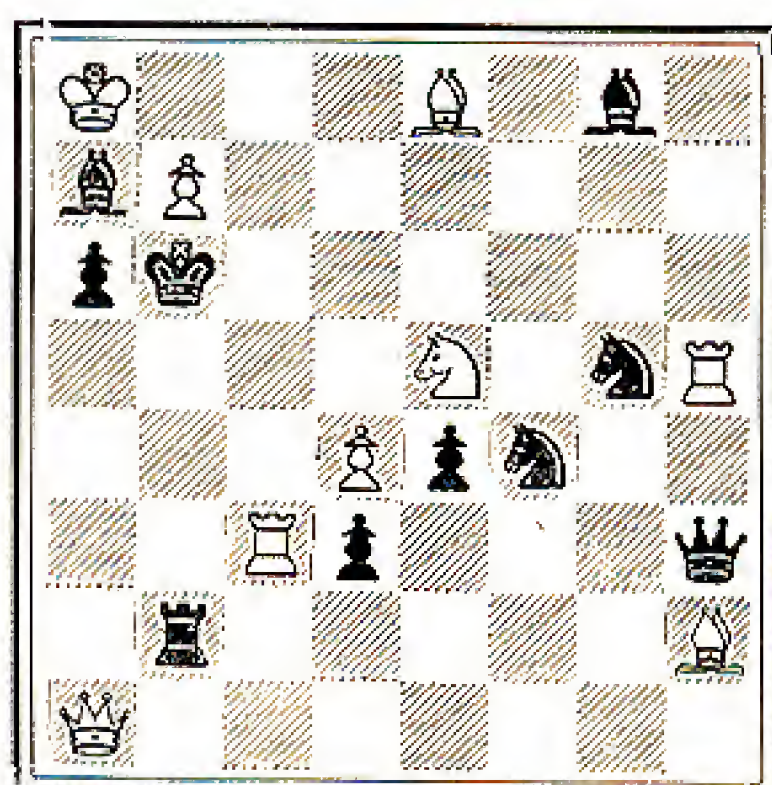
2142 White mates in 2



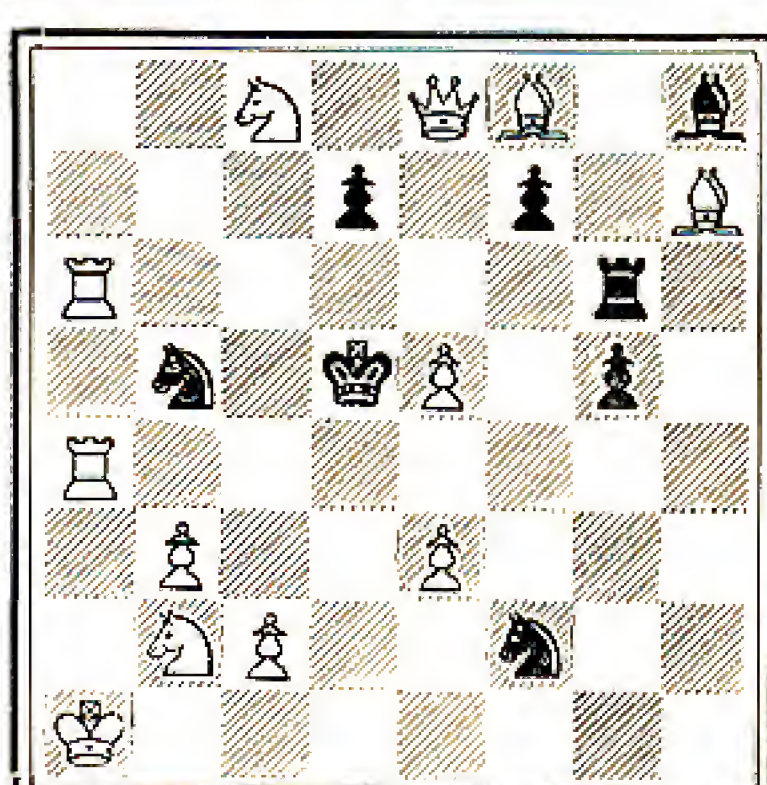
2143 White mates in 2



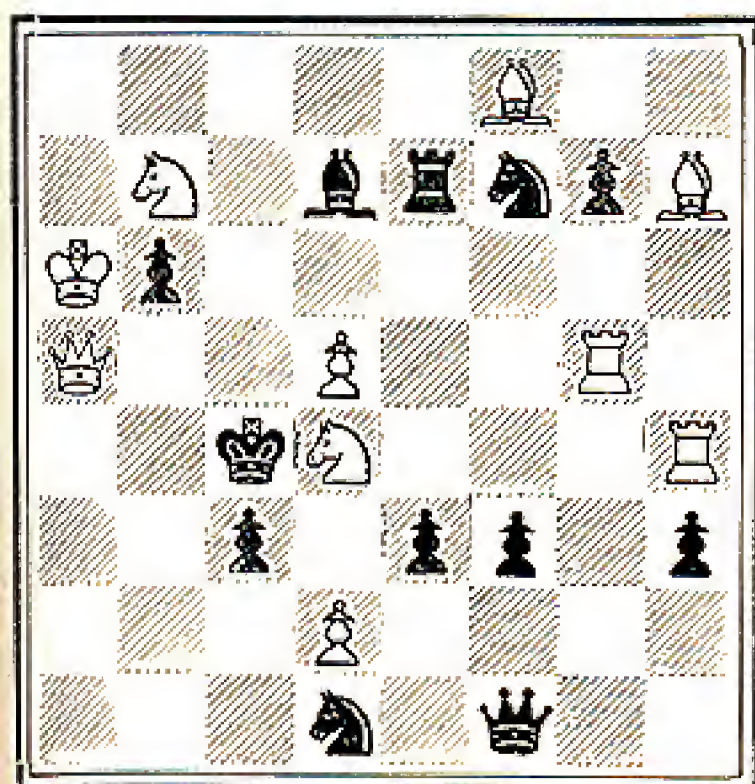
2144 White mates in 2



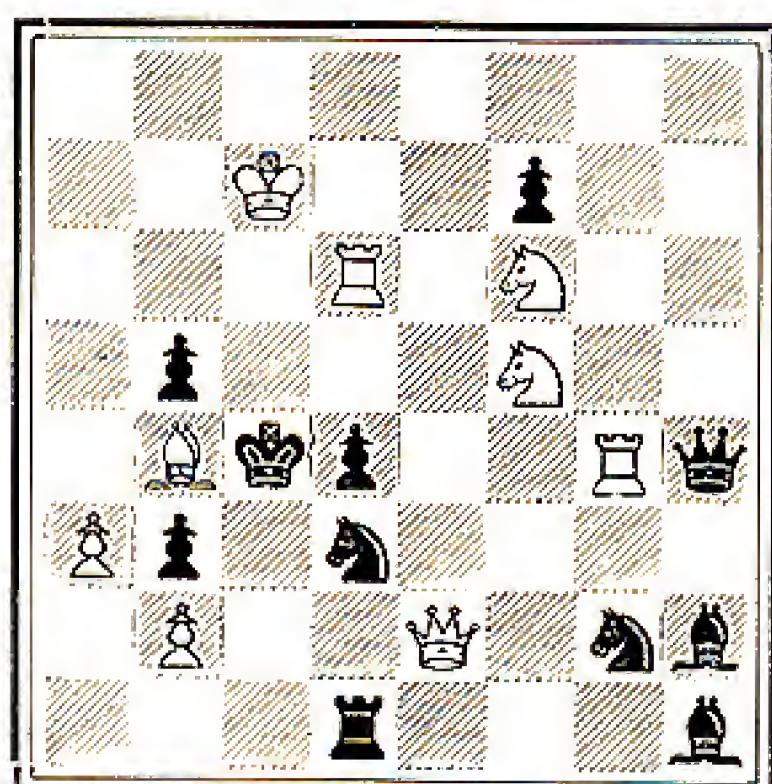
2145 White mates in 2



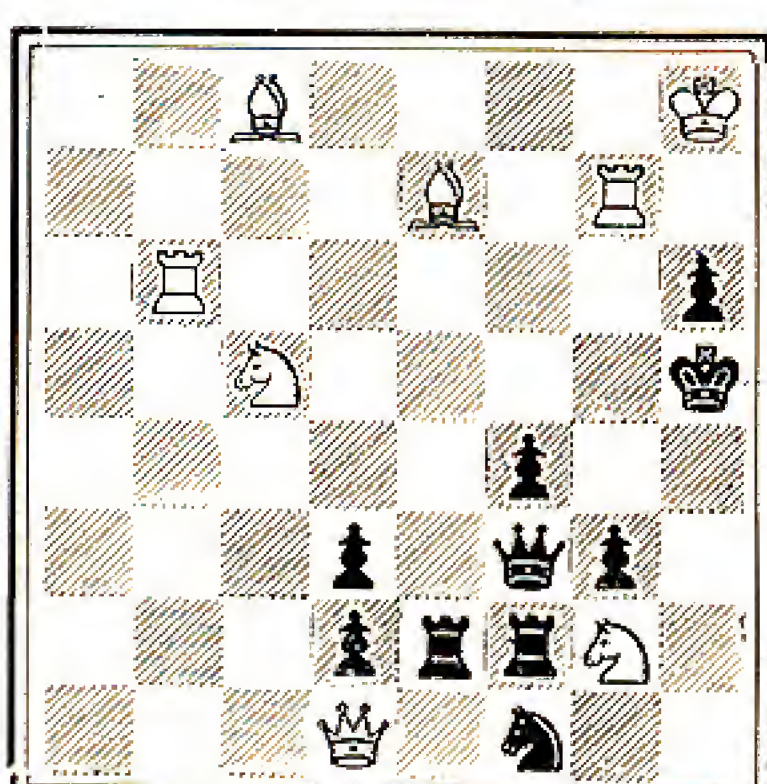
2146 White mates in 2



2147 White mates in 2



2148 White mates in 2



2149 White mates in 2



READERS' QUESTIONS

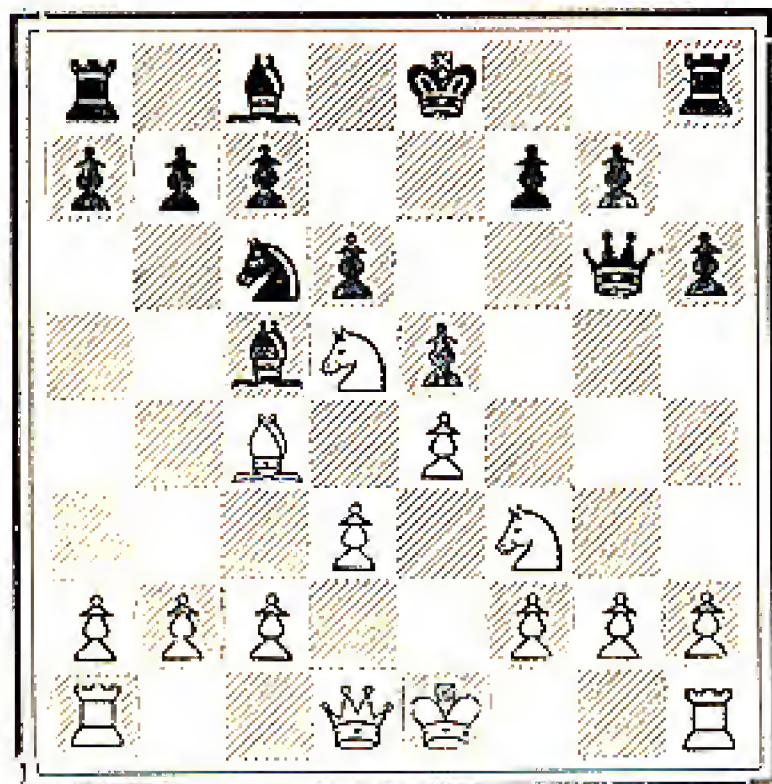
ANSWERED BY
ALBERT S. PINKUS

Answers to questions of general interest are published in this department. Questions must be specific and brief. Address Questions Editor, CHESS REVIEW, 250 West 57th Street, New York 19, N. Y.

In asking this question, I am rather hoping that investigation will lead to the conclusion that the line of play given in col. 27, page 79 of M.C.O. is inferior to my suggestion. The question arose in my mind as the result of the following game:

M. Alberti, Sgt., U.S.A. vs D. A. Rosenberger Ylc, U.S.N. 1 P-K4, P-K4; 2 B-B4, Kt-KB3; 3 Kt-KB3, Kt-B3; 4 P-Q3 B-B4; 5 Kt-B3, P-Q3; 6 B-KKt5, P-KR3; 7 BxKt, QxB; 8 Kt-Q5, Q-Kt3; 9 KtxPeh? K-Q1; 10 KtxR, QxP; 11 K-Q2 B-Kt5; 12 K-B3, BxKt; 13 R-KKt1, QxBP; 14 Q-KB1, B-K5ch; 15 K-Kt3, Kt-Rch; 16 K-R4, QxPeh; 17 KxKt, QxKtP; 18 B-Kt3, Q-R6ch; 19 K-Kt5, P-R3ch; 20 K-B4, Q-B4 mate.

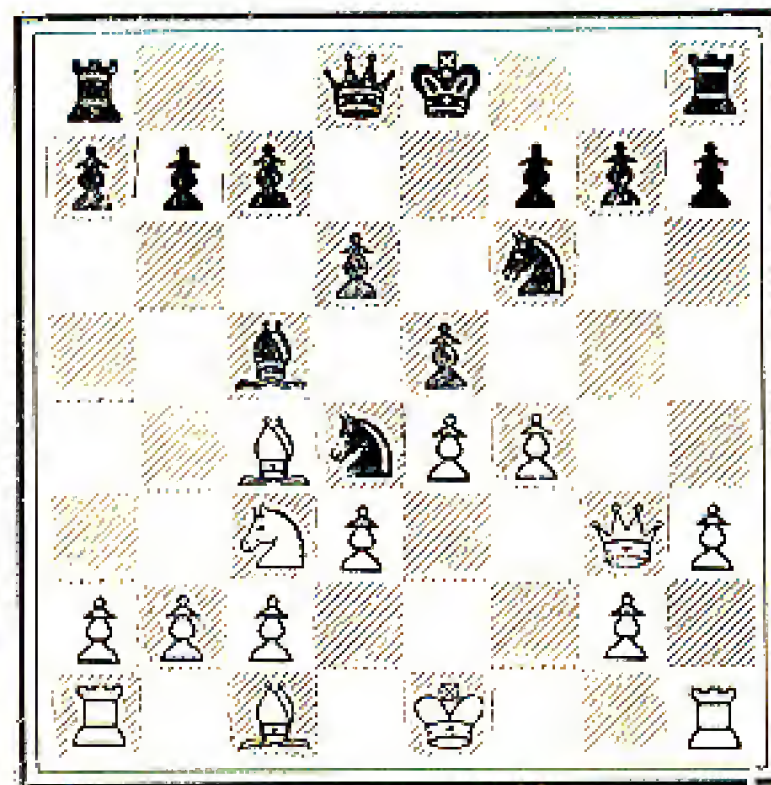
Question: After White's 8 Kt-Q5, M.C.O. gives the timid retreat 8 . . . Q-Q1. By what continuation or plan is the more aggressive 8 . . . Q-Kt3 refuted? This move not only seems to assure Black of an attack, but of material equality as well, if White goes after the Rook.—D. A. Rosenberger, San Francisco, Calif.



Position after 8 . . . Q-Kt3

This system of attack with colors reversed is also found in the King's Gambit Declined. (See page 102, col's. 3 and 4 M.C.O. and diagram below.) In this case White has essentially the same attack with a move ahead. It is logi-

cal to assume that the same defense that Black adopts to ward off this attack, can also be employed by White. The fact that he is a move ahead also tells in his favor. M.C.O. gives the following defense in the King's Gambit Declined.



Position after 9 Q-Kt3 in King's Gambit Declined

| | |
|-------------|------|
| 9 | Q-K2 |
| 10 PxP | PxP |
| 11 K-Q1 | P-B3 |

With the advantage to black. He has nothing to fear from the continuation 12 QxKtP, R-KKt1; 13 Q-R6, RxP; 14 R-B1, R-Kt3; 15 Q-R4, Kt-K3; 16 B-Q2, O-O-O.

To return to the original position in question therefore continue;

| | |
|--------|-------|
| 9 Q-K2 | B-Kt5 |
|--------|-------|

Naturally not 9 . . . QxKtP?; 10 R-KKt1, Q-R6; 11 RxP wins.

| | |
|---------|-------|
| 10 P-B3 | B-Kt3 |
|---------|-------|

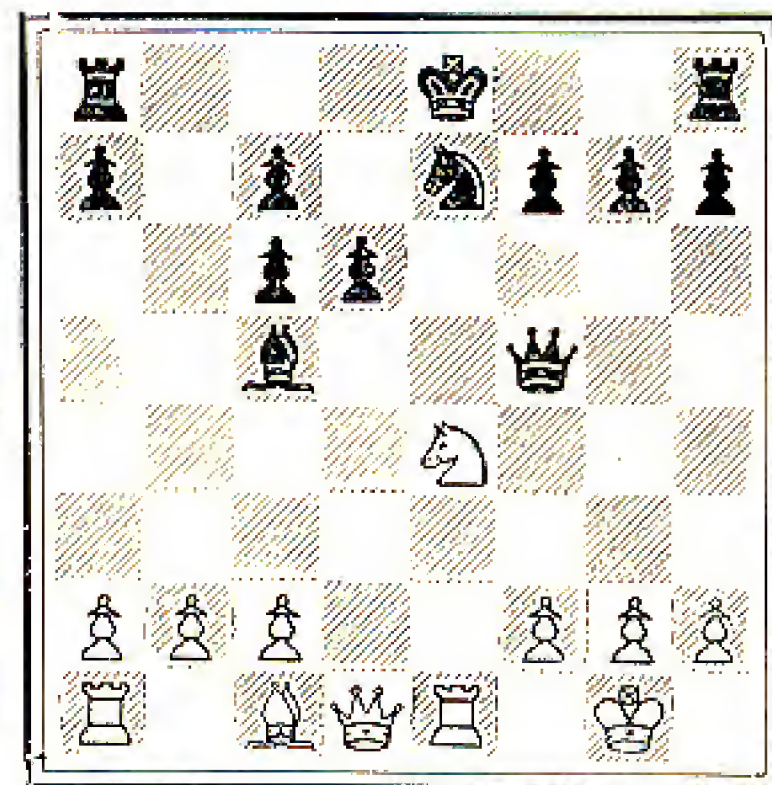
This is the only alternative to 10 . . . K-Q1. Castling on either wing would be disastrous because of 11 P-QKt4, B-Kt3; 12 P-Kt5 winning the knight, which dare not move because of the check at K7 winning the black queen.

11 P-QKt4 with advantage.

I must therefore conclude that the timid retreat 8 . . . Q-Q1 which leads to an easy draw is preferable to the speculative 8 . . . Q-Kt3.

In the classical defense to the Ruy Lopez, col. 33, page 244 of M.C.O., the note "h" states "with a strong attack for the Pawn." Is it possible to force a win from this position? Could you give a possible continuation? I believe the position is advantageous to white, but I have never been able to consistently force a winning position. What do you think?—Joseph Raymond, Mexico.

The note in question refers to a game between van Gelder and Loman, 1919; 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-Kt5, B-B4; 4 O-O, P-Q3; 5 P-Q4, PxP; 6 KtxP, B-Q2; 7 Kt-B5, BxKt; 8 PxB, Q-B3; 9 R-K1ch, Kt-K2; 10 BxKtch, PxB; 11 Kt-B3, QxP; 12 Kt-K4, reaching the position below.



I am unable to locate the score of this game, but from the following analysis I believe the burden of proof falls on White. Not only am I unable to find any winning lines, but even drawing lines are scarce. White retains the initiative for some time, but Black has no important weakness except the pinned Knight. Black's best move is 12 . . . B-Kt3 after which White has the following possibilities:

(a) 13 Q-K2, O-O; 14 Kt-Kt3, Q-K3; with advantage to Black. If now 15 Q-Q1, Q-Q2; 16 P-QR4, P-QR4; 17 Q-R5, QR-K1; and Black soon takes over the initiative.

(b) 13 P-QR4, P-QR4; 14 R-R3, O-O; 15 R-KB3, Q-Q2; 16 P-B4, P-KB4; 17 Kt-Kt5, Kt-Kt3; leading to a complicated position which seems to be in Black's favor. Even here White has nothing in the continuation 18 P-B5, BxP; 19 Kt-K6, KR-K1; 20 KtxB, PxKt; 21 B-Q2, Q-Q5.

(c) 13 B-K3, Q-Kt3; 14 P-QR4, P-KB4; 15 Kt-B3, BxB; 16 RxB, K-Q2; 17 Q-B3, QR-K1; 18 QR-K1, Q-B2; and the White attack seems to be over.

(d) 13 B-K3, Q-Kt3; 14 BxB, RPxB; 15 Q-K2, O-O; 16 KtxP, PxKt; 17 QxKt, QxP; 18 QxP, QxP; with an equal position.

With Our Postal Players

By JACK STRALEY BATTELL
Postal Chess Editor

Postal Chess has many unusual advantages. In their letters, players continually remind us of these advantages and call attention to the aspects which appeal to them. For instance, William Robert Davison of Kingston, Mass., writes: "Today I received my entry papers into a Class C Postal Tourney. I immediately made out my opening moves and mailed them. I can now realize why so many people wait anxiously for their cards. I'm just 'itching' to get my opponents' opening moves and to receive the reply to my own moves I have mailed." It seems to be the sustained suspense that "gets" Bill. How will he feel when waiting for a reply after he has visualized a mate in eight? Let's hope no rashes develop.

Ray Borden of Davenport, Iowa, writes that he finds Postal Chess "a wonderful way to learn the game." This is undoubtedly true. When the player chooses his time and surroundings (as he surely can within the 48 hours allowed by the rules), he can make the game purely objective. He can avoid the mental strain that is imposed by the ticking of a tournament chess clock or even by the writhing of an impatient opponent. He is not affected by the personalities of opponent or kibitzer. He has time to analyze and facilities to try out his cherished plan to ultimate success or to a failure that can be retracted. How cheap such a lesson as compared to one from the "hard school of experience" over the board! We have found Postal Chess particularly valuable for trying out openings, as there is both opportunity and compulsion for studying to determine the best lines.

Postal Chess is the slowest form of the game; yet curiously, though the game lasts longer, it demands less time of the player. Robert L. May, who recently entered Class Section 43-C65 as a reward for completing his schedule in Victory Section 43-V5, says: "This has been my first experience with Postal Chess, and I have enjoyed it very much. My work keeps me so busy I find it hard to find time to play much over the board. Now I get to play a move or two almost every evening." Many players find it im-

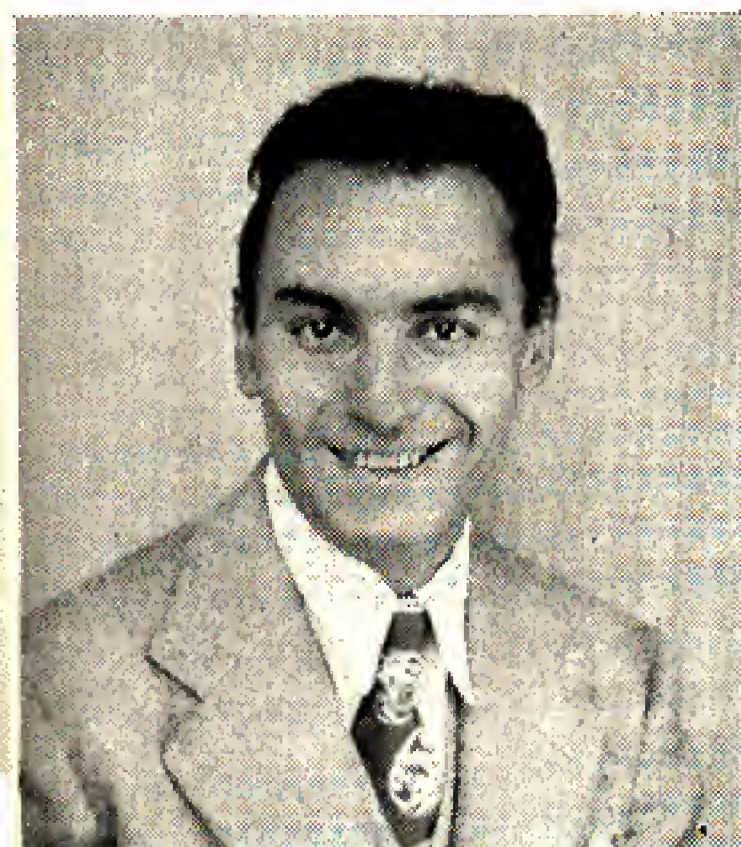
possible to play over the board because they are confined to their quarters or because they live too far from chess centers. Many more, like Bob who lives in Chicago, cannot devote a whole evening to travelling to and from a club and to playing for hours as often as they would like to play chess. But we all can spend an hour or two midst the comforts of home several times a week—and pity the postman if it is pouring on our night for chess!

Silvio Galluccio of Staten Island, N. Y., finds one need not win games to enjoy Postal Chess. He enjoys having played "against some of the truly best sports." We could dilate at too great length on the subject; but all the pleasures of correspondence are obviously open to the postal player. We frequently receive letters expressing delight over acquaintanceships made.

Frank J. Weibel of Buffalo asks: "Will it take very long to put me in another section? I hope not for I've gotten into the habit of playing by mail and am slowly arriving at a point where I must have chess action regularly." Along with the advantage of time saved by playing from home, Postal Chess offers limitless opportunity for play. There is no need to wait for local tournaments to be organized, nor even to depend on social appointments. After a little, the postal player can judge about how frequently his answers come due per section, and take on new sections according to how much chess he has time for. We advise care not to become overloaded with assignments; but with a little juggling, a postal player can contrive to have a move or two (or more, if he wishes) coming in each day.

Frank also writes: "Although I can find no fault with postal chess tournaments, my wife does not agree. It seems that she does not approve of my setting the pieces up immediately on arriving home, making it necessary for her to drag me away for dinner. The truth is I'd rather play chess than eat anyway; and consequently I have no inclination to correct the situation." Fortunately, Frank's enthusiasm is curbed by someone; we have to eat in order to be able to play chess. But, lest someone correct the situation, we hasten to suggest one more

INTRODUCING Sanford J. Benjamin of New York



Sanford J. Benjamin took up chess seriously in 1931 when he played for DeWitt Clinton High in New York. Later he became team captain. He joined the Empire City Chess Club, long a potent threat in the Metropolitan Chess League, and "discovered how much I didn't know about chess." He also played for the Hungarian International Chess Club which ranked high in "Met League" tournaments. Sanford has had problems published in the NEW YORK SUN, NEW YORK POST, and CHESS REVIEW.

He discovered correspondence chess in 1935 when forced to drop out of active play over the board. He played more than 100 games in a few years, won several tournaments. In 1942, he began playing in CHESS REVIEW postal tournaments. He won first prize, with only one loss, in Class A Tournament, section 42-C27 and took second, still with only one loss, in Sectional Tournament, 42-S16. This year, he is competing strongly in another Class A section, 43-C19. He is playing in CHESS REVIEW's Victory Tournament, section 43-V18, has already qualified for Semi-final section 43-V102.

point in favor of Postal Chess: it is played at home. That should evoke a little wifely approval.

SOCIAL TOURNEYS

We have received suggestions from some players that the time limit is too much of an annoyance in postal chess. One player has painting done at home and in consequence has to put away his chess set and postal chess records for several days. Another may have his evenings taken up for several consecutive days, possibly by an over the board tournament. A player may have to take a business trip and cannot arrange either for forwarding addresses or to carry his chess equipment with him.

Well, there are answers for such cases. In the last mentioned, we would recommend the Postal Chess Kit which makes a very convenient package for travel. Rule 11 provides, too, for "chess" vacations which need not coincide with vacations from business. Indeed, we expect players to enjoy postal chess more than ever on their vacations, and to use the "chess" vacations for those emergencies in which they cannot play. When a player takes such a vacation, however, he must give notice of his intention in advance and accompany his notice with a move, within the legal time limit.

Some players, however, have social activities in addition to postal chess, find it difficult to arrange to answer their opponents two or three times a week. They may nonetheless enjoy the advantages of analysis that postal chess offers or relish the opportunity of meeting players that they cannot play over the board. So, for those who wish to play postal chess for these reasons, we are offering Social Tournaments which will be as free from regulations as possible. See the announcement given on page 362 of this issue.

BIOGRAPHICAL SKETCHES

The Postal Chess Department welcomes thumbnail biographical sketches of chess careers and interests from postal players. We are not interested only in prize winners as some might think. We present our postal players primarily so, as Dr. B. W. Paul wrote last year: "We shall all feel as members of a large family circle." In such a circle, fellow players need not be World Champions to be interesting. Our interest may extend even beyond our mutual bond in chess. The vocations and avocations, the opinions, acquaintanceships and the general background of anyone who shares our hobby, postal chess, are matters of interest. One requisite, we do ask for these sketches—a clear, sharp photograph.

NEW SERVICE FOR POSTAL PLAYERS

We have received several requests lately for individual analysis of postal games and have arranged with Jack W. Collins, former editor of this department, to give such analysis at the nominal fee of \$2.00 per game. If you care to benefit by this service, send your game to Jack W. Collins, care of CHESS REVIEW.

CHALLENGE!

Lewis R. Schultz, who has promoted chess by forming a club in his plant in South Boston, would like to promote his chess by "storming the heavens." He desires a Postal Chess Match out of his class. Any Class A player interested please write c/o CHESS REVIEW.

Postal Games of the Month

RUY LOPEZ — BRESLAU VARIATION

| Hugh Hart | | Robert H. Griffith | |
|-----------|--------|--------------------|--------|
| White | | Black | |
| 1 P-K4 | P-K4 | 8 PxP | B-K3 |
| 2 Kt-KB3 | Kt-QB3 | 9 P-B3 | B-K2 |
| 3 B-Kt5 | P-QR3 | 10 R-K1 | O-O |
| 4 B-R4 | Kt-B3 | 11 Kt-Q4 | KtxKP |
| 5 O-O | KtxP | 12 P-B3 | B-Q3 |
| 6 P-Q4 | P-QKt4 | 13 PxKt | B-KKt5 |
| 7 B-Kt3 | P-Q4 | 14 Q-B2 | Q-R5 |

In the Breslau Variation, Black yields a piece for a fierce attack. 14 . . . P-QB4, like other known lines, allows White to draw by return of material. Black's Q-R5, which vs. 14 Q-Q2 gives White chances at equality, seems stronger here, as White's Rook is unguarded.

| | | | |
|-----------|-------|----------|-----------|
| 15 R-B1 | Kt-Q6 | 17 K-R1 | B-Kt6ch |
| 16 QxKt?? | BxPch | 18 K-Kt1 | Q-R7 mate |

Interesting would be 16 Kt-B3, BxKt; 17 PxP (if RxB, BxPch; 18 K-R1 (or mate!), B-Q3ch wins). . . . PxP; 18 PxP, KtxB; 19 RxB, BxPch, and the Black attack, though difficult, surely holds the draw, promises more. As the tried lines all offer White loopholes to equality, Black's 14 . . . Q-R5 is worth study.

RUY LOPEZ

A vigorous game from the Victory Semi-finals.

| P. H. Little | | J. Serrin, Jr. | |
|--------------|--------|----------------|------------|
| White | | Black | |
| 1 P-K4 | P-K4 | 16 BxB | BxKt |
| 2 Kt-KB3 | Kt-QB3 | 17 BxB | KR-K1 |
| 3 B-Kt5 | P-QR3 | 18 Kt-Q2 | P-R3 |
| 4 B-R4 | Kt-B3 | 19 BxKt | BxB |
| 5 O-O | B-K2 | 20 Kt-K4 | B-R5 |
| 6 R-K1 | P-QKt5 | 21 P-KKt3 | B-K2 |
| 7 B-Kt3 | O-O | 22 QR-Q1 | P-B4 |
| 8 P-Q4 | P-Q3 | 23 Kt-Q2 | B-B4 |
| 9 P-B3 | B-Kt5 | 24 P-QKt4 | P-K5 |
| 10 P-Q5 | Kt-QR4 | 25 B-R5 | QxPch |
| 11 B-B2 | P-B3 | 26 K-R1 | QxPch |
| 12 PxP | Q-B2 | 27 K-Kt1 | Q-Kt6ch |
| 13 B-Kt5 | QR-Q1 | 28 K-R1 | BxBP |
| 14 P-KR3 | P-Q4 | 29 Kt-B1? | Q-Kt8 mate |
| 15 Q-K2 | PxP | | |

VIENNA GAME

Black chooses a dubious line; White misses the cut to counterattack, defends—when defense is too passive.

| Robert Sutherland | | Walter Penney | |
|---|--------|---------------|---------|
| White | | Black | |
| 1 P-K4 | P-K4 | 4 P-Q3 | P-Q3 |
| 2 B-B4 | Kt-KB3 | 5 P-B4 | Kt-KKt5 |
| 3 Kt-QB3 | B-B4 | 6 Kt-R3 | |
| 6 P-B5 would prepare a counterattack and shut out Black's Queen Bishop. | | | |
| 6 | Q-R5ch | 11 QxB | Kt-R6 |
| 7 K-B1 | Kt-B7 | 12 PxB | BxPch |
| 8 Q-K1 | BxKt | 13 K-K2 | PxP |
| 9 KR-Kt1 | B-KKt5 | 14 Q-B3 | Kt-B3 |
| 10 B-K3 | BxB | 15 RxP? | |

A blunder, but what can White do to save the game?

| | | |
|------------|---------|---------|
| 15 | Kt-Q5ch | Resigns |
|------------|---------|---------|

Tournament Notes

Victory tournament results are rolling in now. Nineteen new qualifiers for the Semi-finals have come in since the last issue of CHESS REVIEW: D. Neider, R. Upham, A. W. Parker, Dr. M. Herzberger, W. Wagner, I. Rivise, Lt. C. D. Miller, P. S. McCarthy, Jr., Rev. E. M. Catich, A. Linder, J. J. Naviski, R. Echeverria, M. F. Grzyb, E. W. Marchand, J. J. Little, Dr. B. Paul, A. G. Pearsall, W. J. Peters, E. Schroer.

Those players in the Victory Tournament who do not qualify for the Semi-finals, but who do finish the complete schedule of their games in any Victory section are entitled to a free entry in one of our Class Tournament sections. This offer is extended principally because we wish to eliminate the nuisance of abandoned games. So please do not apply for the privilege of entering a Class Tournament section until you have earned it by finishing out the Victory section.

Prize Winners This Month

| Sec. | Player | Prize | Score |
|--------|---------------------|-------|-------|
| 42-S10 | Lt. B. Paul | 1st | 5 -1 |
| | L. Borker | 2d | 4½-1½ |
| | J. Wade | 3d | 3½-2½ |
| 42-S11 | J. G. Warren | 1st | 4½-1½ |
| | G. Engskov | 2-3 | 4 -2 |
| | A. J. Ozgo | 2-3 | 4 -2 |
| 42-C16 | F. Kingsland-Smith | 2d | 4 -2 |
| | L. Verne Henry | 3d | 3½-2½ |
| 42-C23 | J. E. Bischoff | 1st | 5 -1 |
| 42-C24 | D. W. DeCoster | 3d | 4 -2 |
| Match | Jacobs (vs Palange) | 1st | 8 -0 |

Game Reports—Results to October 2nd

1941 OPEN TOURNAMENT

41-36 Treiber draws Emmerman (2), Dean.

1942 SECTIONAL TOURNAMENT

42-S6 Jacobs wins from Krebill
 42-S8 Hogan defeats Allison.
 42-S10 Gleason wins from Hallager.
 42-S11 Warren 1, Ozgo 0; Cabot forfeits to Ozgo, withdraws; Henry withdraws.
 42-S12 Leigh defeats Yavorsky.
 42-S14 Finnigan 1, Colley 0; Parkman 1, Work 0; Correction: Finnigan 1, Hawkins 0.
 42-S16 Wilcox wins from Lieber.
 42-S18 Maj. Kemble defeats Pvt. Balke; Fielding wins from Balke and Clausen.
 42-S19 Kaplan ½, Schaeffer ½; Rothman 1, Borker 0.
 42-S21 Campbell 1, Lieber 0; Steckel 1, Vostloh 0.

1942 CLASS TOURNAMENT

42-C2 Aronsen forfeits to Hawkins; Hawkins forfeits to Bowman.
 42-C9 Rozsa vanquishes Treiber.
 42-C16 Read defeats Thomas.
 42-C22 Sibbett withdraws, defaults to Kemble, Smith; Kemble 1, Arons 0 (withdrawn).
 42-C23 Upham defeats Hoehn, loses to Bischoff.
 42-C24 Donworth beats Gardiner, Wey, withdraws and defaults to DeCoster.
 42-C25 Rozsa defeats Mrs. Horowitz.
 42-C26 Allison wins from Mayers.
 42-C28 Gibson, Humphrey tie.
 42-C29 Lt. Halper withdraws, defaults to Van Patten, Dr. Schwartz; Dr. Schwartz 1, Weiss 0.
 42-C31 Roach 1, Dishaw 0; Uberti 1, Vincent 0.
 42-C33 Salgado scores over Schuette.
 42-C34 Yerhoff stops Steinbach.
 42-C35 Henry defaults to Dishaw on time; Treiber 1, Dean 0.
 42-C37 Schuette beats Dishaw, ties Treiber, Dean; Hall defeats Bethke; Astrab withdraws.
 42-C38 Lt. Foster withdraws.

1943 CLASS TOURNAMENT

43-C3 Humphrey, May tie.
 43-C4 Carlson beats Brown.
 43-C5 Dean ties Campbell, beats Fenstad, Forrester.
 43-C6 Parker ties Smith, beats Haley; Miner ½, March ½.
 43-C7 Hartwell beats Berger.
 43-C8 Henry defaults to Weiss, Tallmadge.
 43-C9 McCabe defeats Watson.
 43-C10 Oakley beats Preece, Goodlatte; Trasoff defeats Miles; Nelson withdraws.
 43-C11 Oakley ties Henry, beats Watson; Sprengle, Nelson withdraws; adj. Henry 1, Sprengle 0.
 43-C12 Keeler resigns to Wolf, Lundgren, Peters and Lt. Meiden.

Play Chess by Mail!

One of the best ways to improve your chess skill—and to have a swell time doing it—is to play chess by mail. If you have not yet taken part in CHESS REVIEW's Postal Tournaments you are missing a lot of fun. There are hundreds of CHESS REVIEW Postal Players anxious to meet you by mail, willing to match their ability at chess with yours. Some of these players are strong, others weak. No matter what your playing strength may be, there are CHESS REVIEW players who will team up with you and give you a good game.

You need no experience to play postal chess. There is nothing mysterious or difficult about it. It is played in exactly the same way as over-the-board chess except that you send your moves on post-cards. We mail complete instructions to each new player.

Entries are now being accepted for CHESS REVIEW's Class Tournament. Our regular players and new friends are welcome to join. In this event, entries are grouped according to playing strength. You will be entered in a section of seven players, all of whom are about equal to yourself in playing skill. You play White against three of your opponents, Black against the other three—and you play all six games simultaneously.

You stand a good chance of winning a prize in your section. Credits of \$4, \$2 and \$1 are awarded to the first, second and third place winners in each section. These credits may be used to purchase chess books or equipment. The entry fee is only \$1. You may enter as many sections as you please at \$1 each.

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- 43-C13 MacGrady stops Goodlatte, Litzel.
- 43-C14 Berry beats Schechter, Goodman.
- 43-C15 Yavorsky 1, Brandt 0; Serfoza 1, Knorr 0; Shan-
inger withdraws, loses adj. to Knorr.
- 43-C16 Beyer loses to Mulligan, MacGrady, defaults
games left; Adj. Mulligan 1, Dolan 0.
- 43-C17 Naviski beats Randall, withdraws, loses adj. to
Haas; Haas 1, Wang 0; Bischoff 1, Rapp 0.
- 43-C18 Mills defeats Golgowski, Beckman; Choc ½,
Marshall ½.
- 43-C19 Russell defeats Benjamin.
- 43-C20 Andina ties Bischoff; Naviski withdraws, loses
adj. to Bischoff.
- 43-C21 Van Buren withdraws, forfeits to Ranseen.
- 43-C22 Wright withdraws; Hildebrand scores on ad-
judication from Wright, beats Meredith, Burr.
- 43-C23 MacLeish beats Luce; Pvt. Luce withdraws.
- 43-C24 Addleston loses to Schuette, Stevenson; Tatum
defeats Smith.
- 43-C25 Miles loses to Akers, Dr. Drake.
- 42-C26 Penny, Batevre defeat Sutherland.
- 43-C30 Serfoza 1, Hoyt 0; Nedzela 1, DeFreitas 0.
- 43-C32 Ingram wins from Goodman.
- 43-C34 Bischoff scores on Estes.
- 43-C43 Sprengle withdraws.

1943 VICTORY TOURNAMENT

- 43-V1 Devlin defeats Charosh.
- 43-V2 Adjudication: Newbery 1, Plasterer 0.
- 43-V3 Talmadge ties Warren, defeats Miller.
- 43-V5 Fielding beats May, Zaas; May beats Zaas.
- 43-V6 Rivise loses to Hassialis, beats Paul.
- 43-V7 Correction: Fall 1, Bundich 0; Fall defeats Klein.
- 43-V8 Correction: Owen defaults to Little.
- 43-V9 Brady loses to Allison, Linder; Linder beats
Steinmeyer, loses to Koelsche.
- 43-V10 Varhola defaults to Herzberger, Paul and David-
son; Herzberger ties Paul, beats Johnson.
- 43-V11 Dittman defeats Hartwell, Shephard.
- 43-V12 Pearsall wins from Smith.
- 43-V13 Carr beats Akers, Shapiro; Shapiro ties Zast;
Steckel defeats Brown.
- 43-V14 Mitchell beats Smith, loses to Upham.
- 43-V15 Yaffee beats Schick, loses to Marchand, Rozsa
and Bowman; Marchand defeats Rozsa.
- 43-V16 Parker defeats Martin, Dishaw; Dishaw beats
Liken; Miller defaults remaining games.
- 43-V17 Lyman, Fenley and Czermak defeat Moore;
Czermak also beats Lyman, loses to Borker.
- 43-V18 Adjudication: Slater ½, Shotwell ½; Campbell
loses to Belz, Borker and Shotwell, beats Treiber;
Treiber beats Belz, ties Slater, loses to Shotwell;
Belz defeats Shotwell.
- 43-V19 Liken wins from Lt. Bolotin.
- 43-V20 Krogoll defeats Pokome.
- 43-V21 Evans wins from Schuette.
- 43-V22 Van Patten beats Colley.
- 43-V24 Gotham defeats Quanstrom, loses to Fuller.
- 43-V25 May beats Flaherty, loses to Hatch; Keiser beats
Hall.
- 43-V26 Hoy defeats Webber.
- 43-V27 Finnigan wins from Ferer.
- 43-V28 Michaelsen beats Biedel, loses to Pvt. Aikin.
- 43-V29 Sibbett beats Delapierre, defaults to Grzyb, Ech-
everria; Grzyb beats Delapierre.
- 43-V30 Farnsworth stops Pelouze.
- 43-V31 Naviski defeats Gross.
- 43-V32 Rev. Catich defeats Berg, Bolliger, Neal, John-
son and Brewer; Neal beats Berg, Brewer;
Brewer loses to Berg, defaults to Sandrin.
- 43-V33 Charles conquers Oeder.
- 43-V34 Cabot withdraws; Wagner beats Ligor; Adjudica-
tion: Nymen 1, McCoy 0.
- 43-V35 Lowy defeats Bushnell, loses to Capillon.
- 43-V36 Galluccio loses to Nieder, McCarthy.
- 43-V37 Stafford stops Scharp.
- 43-V38 Salgado defeats Greene.
- 43-V39 Buerger 1, Baker 0; Pair 1, Klimas 0.
- 43-V40 Weibel defeats Bushnell.
- 43-V41 Wysowski stops Kern, Davis.
- 43-V43 Sokoloff ties Kelsey, defeats Platt; Grimm and
Kelsey tie.
- 43-V44 Wright wins from Van Osten, loses to Libby,
Kaula; Hoehn halts Jenkins.
- 43-V45 Toepper 1, Schick 0; Streitfeld 1, Badner 0.
- 43-V46 Gonzales loses to Scrivener, Perrine.
- 43-V47 Fredeskov loses to Leutwylen, Carr.
- 43-V49 Sgt. Mills resigns to Zielinski, Thoms.
- 43-V50 Wood withdraws.
- 43-V51 Schroer beats Stockton, Simpson, Borden; Simp-
son 1, Stockton 0; Rev. Catich 1, Borden 0.
- 43-V52 Campbell beats Scott, loses to Dr. Laboshez.
- 43-V53 Spielberger beats Humphrey, loses to Hildebrand.
- 43-V54 Gertrude Hiser 1, Dr. Schwartz 0.
- 43-V55 Stone beats Beyer, loses to Weiss.
- 43-V100 Semi-finals: Lt. Bailey, Little withdraw, default
all games; Dayton 1, Serrin 0.
- 43-V102 Semi-finals: Phur beats Wysowski, Davidson;
Wysowski defeats Benjamin.

CHALLENGE MATCHES

Lt. Paul I. Chauvenet 0.
Dr. Schwartz 1, D. Hatch 0.
Jacob vs Palange, match forfeited to Jacobs, 8-0.

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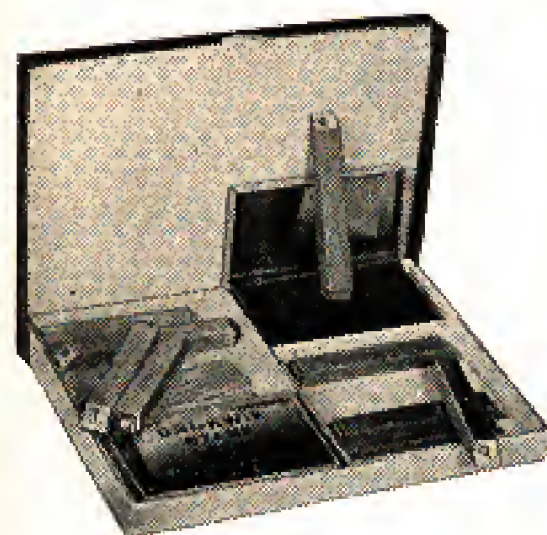
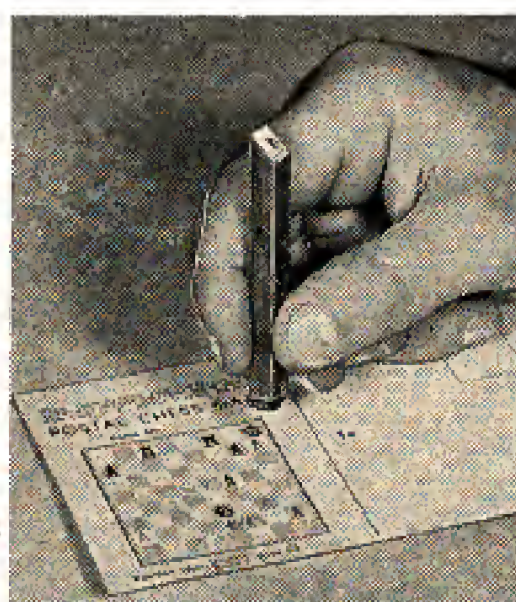
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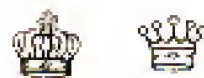
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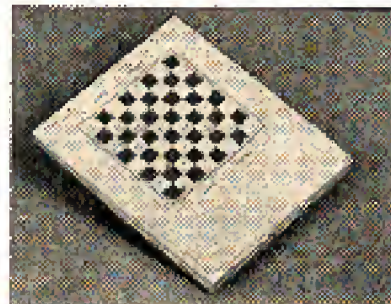
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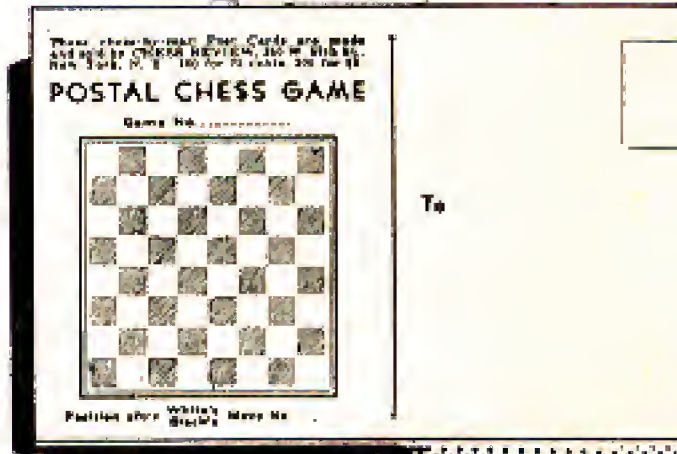
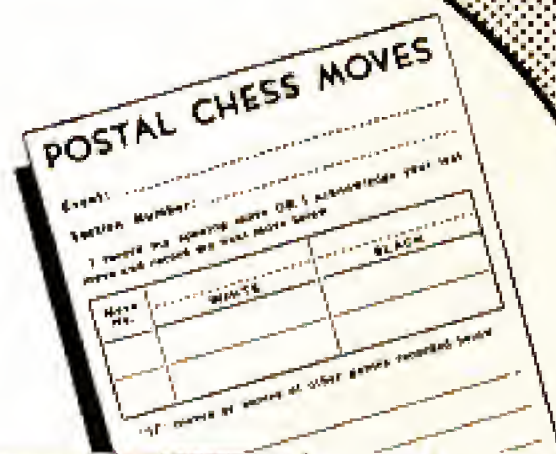
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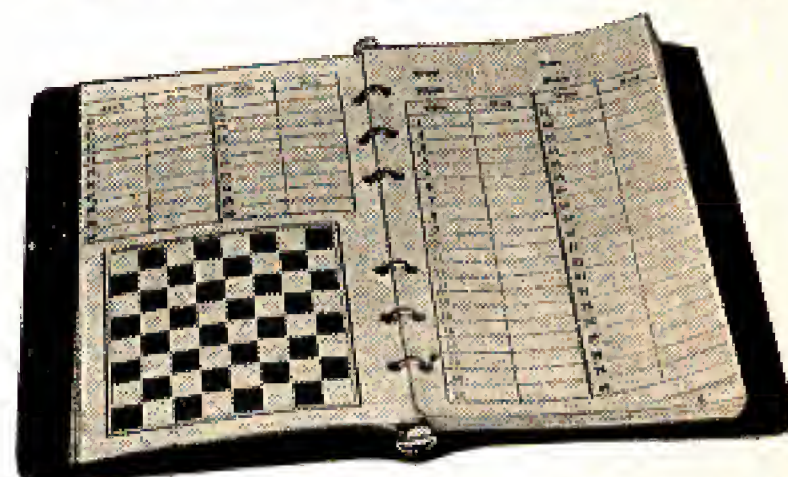
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| Borker, L. | 1344 |
| Catich, Rev. E. M. | 1258 |
| Datton, E. | 1346 |
| Hassialis, J. | 1362 |
| Herzberger, M. | 1228 |
| Kemble, Major R. P. | 1314 |
| McCarthy, F. S. | 1216 |
| Parker, A. W. | 1300 |
| Phar, Palmer | 1308 |
| Rivise, I. | 1230 |
| Sibbett, D. J. | 1202 |
| Smith, W. H. | 1256 |
| Wilcox, H. L. | 1234 |
| Wysowski, S. | 1204 |

CLASS B

| | |
|------------------------|------|
| Andina, P. | 1028 |
| Badner, C. | 1004 |
| Benjamin, S. J. | 1194 |
| Berg, R. | 1032 |
| Berry, A. L. | 1020 |
| Bowman, I. H. | 1138 |
| Campbell, R. J. | 1004 |
| Cappillon, E. A. | 1024 |
| Carlson, A. J. | 1124 |
| Charles, A. C. | 1046 |
| Davidson, B. | 1060 |
| Dean, P. L. | 1054 |
| Dittman, H. A. | 1076 |
| Fair, M. | 1086 |
| Fall, H. H. | 1018 |
| Farnsworth, R. E. | 1034 |
| Fenley, Mrs. W. R. | 1180 |
| Finnigan, J. | 1094 |
| Fuller, Maj. L. J. | 1066 |
| Gross, R. E. | 1058 |
| Haas, Capt. A. | 1156 |
| Hall, R. C. | 1060 |
| Hatch, D. B. | 1022 |
| Hildebrand, J. W. | 1008 |
| Hogan, J. G. | 1140 |
| Horowitz, Mrs. E. | 1050 |
| Hoy, J. O. | 1160 |
| Jacobs, M. | 1132 |
| Kaplan, B. | 1078 |
| Kaula, W. M. | 1046 |
| Keiser, O. H. | 1170 |
| Klein, B. | 1018 |
| Koelsche, Dr. G. A. | 1170 |
| Leigh, A. J. | 1068 |
| Leutwyler, W. F. | 1022 |
| Liken, J. | 1106 |
| Linder, A. | 1144 |
| Luboshez, Dr. B. E. | 1146 |
| Lundgreen, P. | 1102 |
| MacGrady, J. P. | 1034 |
| Marchand, E. W. | 1130 |
| Meiden, Lt. W. | 1136 |
| Mitchell, R. A. | 1110 |
| Naviski, J. J. | 1020 |
| Neal, F. A. | 1142 |
| Nieder, D. | 1178 |
| Oakley, H. N. | 1020 |
| Ozgo, Al. | 1002 |
| Paul, Lt. B. | 1018 |
| Perrine, G. H. | 1142 |
| Peters, W. J., Jr. | 1130 |
| Quannstrom, Dr. V. E. | 1076 |
| Read, H. L. | 1116 |
| Roach, A. C. | 1026 |
| Rothman, A. | 1042 |
| Rozsa, B. | 1136 |
| Rozsa, T. | 1148 |
| Schaeffer, F. G., Jr. | 1090 |
| Schroer, E. | 1196 |
| Schwette, C. H. L. 2d. | 1074 |
| Schwartz, Dr. H. R. | 1094 |
| Serfozo, E. | 1032 |
| Shapiro, M. | 1200 |
| Simpson, R. C., Jr. | 1074 |
| Slater, Dr. R. C. | 1136 |
| Spielberger, C. | 1184 |
| Stafford, J. | 1082 |
| Steckel, W. H. | 1178 |
| Stevenson, M. | 1096 |
| Streitfeld, A/C L. | 1144 |
| Tatum, S. L. | 1038 |
| Toepper, W. C. | 1016 |
| Van Patten, H. T. | 1070 |
| Wagner, W. | 1180 |
| Weibel, F. J. | 1030 |
| Wolf, J. E. W. | 1112 |

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| Balke, Pvt. J. F. | 906 |
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| Beyer, J. H. | 934 |
| Bolliger, H. J. | 806 |
| Bolotin, Lt. J. H. | 868 |
| Borden, R. W. | 808 |
| Brady, J. | 834 |
| Brown, R. L. | 818 |
| Buerger, E. W. | 954 |
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| Burr, H. | 810 |
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| Carr, W. T. | 930 |
| Charosh, M. | 988 |
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| Choc, L., Jr. | 878 |
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| Davis, Lt. Cm. I. E. | 866 |
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| Devlin, C. F. | 910 |
| Donworth, R., Jr. | 952 |
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| Evans, H. D. | 820 |
| Fenstad, T. | 992 |
| Ferer, R. I. | 866 |
| Fielding, R. B. | 934 |
| Flaherty, H. E. | 844 |
| Forrester, G. | 854 |
| Galluccio, S. | 816 |
| Gonzales, Lt. L. | 872 |
| Goodman, H. | 828 |
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| Greene, E. R. | 808 |
| Grimm, R. C. | 904 |
| Grzyb, M. F. | 904 |
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| Henry, L. M. | 902 |
| Hiser, Gertrude | 932 |
| Hoehn, A. | 938 |
| Hoyt, S. O. | 812 |
| Humphrey, A. B. | 998 |
| Ingrams, C. | 908 |
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| Krebill, H. J. | 960 |
| Libby, H. M. | 916 |
| Liger, A. W. | 830 |
| Lilling, W. | 916 |
| Lyman, Mrs. H. | 836 |
| March, F. C. | 948 |
| Martin, Raymond | 918 |
| May, A. C. | 880 |
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| Stockton, O. | 802 |
| Stone, G. A. | 976 |
| Tallmadge, W. H. | 980 |
| Thomas, P. M. | 988 |
| Thoms, J. C. | 900 |
| Trasoff, A. | 974 |
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| Upham, R. | 982 |
| Van Osten, P. G. | 806 |
| Vincent, J. P. | 858 |
| Waag, C. | 916 |
| Warren, J. G. | 976 |
| Weber, S. G. | 830 |
| Weiss, A. | 990 |
| Work, T. A., Jr. | 852 |
| Wright, C. F. | 950 |
| Yavorsky, A. | 924 |
| Zielinski, E. C. | 906 |
| Zust, C. R. | 804 |

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| Biedel, C. | 732 |
| Brandt, H. A. | 760 |
| Brewer, J. A. | 738 |
| Bushnell, A. W. | 754 |

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| Dishaw, O. W. | 660 |
| Dolan, W. J. | 796 |
| Fredeskov, P. | 678 |
| Gardiner, B. S. | 740 |
| Golgowski, H. W. | 704 |
| Goodlatte, R. R. | 720 |
| Haley, P. G. | 758 |
| Johnson, F. O. | 740 |
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| Luce, Pvt. W. H. | 754 |
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| May, R. L. | 744 |
| McCoy, R. | 794 |
| Miles, M. | 704 |
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| Schechter, D. O. | 764 |
| Schnette, C. | 594 |
| Schick, Rev. W. F. | 648 |
| Shaninger, P. | 788 |
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| Sutherland, R. | 758 |
| Vosloh, M. E. | 746 |
| Watson, K., Jr. | 676 |
| Wey, J. M. | 690 |
| Wright, R. C. | 708 |
| Yaffe, L. L. | 786 |
| Zaas, D. | 614 |

New Postal Players This Month

New players are issued approximate ratings, eventually find their own level. These new players start as follows: **Class B at 1100:** A Bisquier, E. Burtoner, J. Garnet, Lt. D. S. Jaffe, P. E. Kruse, R. M. Marchant, A. Steger, O. W. Strahan, Dr. S. B. Tallmage; **Class C at 900:** C. F. Browning, D. Burrows, R. W. Coad, R. Cooper, B. Coren, S. Gottfried, C. Gray, W. E. Henning, W. Hook, A. Kaiser, H. Laue, J. O. Lewis, J. McCullough, Jr., F. H. Richmond, E. Schmidt, N. Siegeltuck; **Class D at 700** (They wouldn't take more): R. M. Bates, R. Bergman, E. G. Bloch, R. L. Blott, E. Braker, E. P. Carter, Jr., H. Clevenger, K. L. Draughton, H. Fink, W. E. Fisher, R. H. Glass, Peggy Gran, E. Hart, Jr., W. W. Heberling, Jr., M. Jackson, Major L. R. Klar, Lt. V. F. Kelly, Les Lazarus, D. Lowry, R. J. Maggenti, C. Y. Matthews, L. S. Nelson, H. F. Riley, J. D. Robinson, L. Schofield, Mrs. A. L. Schorr, R. B. Smith, G. V. Scofield, J. W. Stadter, Jr., Dr. E. W. Torrance, Cpl. D. Yoder.

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Reviewed by

I. A. HOROWITZ

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After adopting a line recommended by our Questions editor, T. H. Berringer III complains: "I was burned—by a player against whom I have scored victories in the other six games we have played!"

Let us look at the record.

GRUNFELD DEFENSE

T. H. Berringer III A Stern

| White | Black |
|----------|--------|
| 1 P-Q4 | Kt-KB3 |
| 2 P-QB4 | P-KKt3 |
| 3 Kt-QB3 | P-Q4 |
| 4 PxP | KtxP |
| 5 P-K4 | KtxKt |
| 6 PxKt | P-QB4 |

White has built up an imposing center with Black's knowledge and consent. Already it is under fire. The question is whether it can survive the contemplated wing and frontal attack (. . . B-Kt2; . . . Kt-B3 and ultimately . . . R-Q1).

7 B-QB4

The recent refinement in technique. White plans to develop his Knight at K2 instead of the customary B3, and naturally does not wish to obstruct the line of his KB.

7 B-Kt2
8 Kt-K2!

To protect the hanging Pawns, and avert the pin . . . B-Kt5 which is effective after 8 Kt-B3, and which may now be met by 9 P-B3.

8 Kt-B3
9 B-K3 PxP
10 PxP O-O

10 Q-R4ch is worth a try:
11 Q-Q2, (if 11 B-Q2, Q-R6), QxQch; 12 KxQ, O-O. The exchange of Queens precludes future surprise mating combinations and does not alter the character of play.

11 R-QKt1

11 O-O at once is more accurate. Black would then be faced with the problem of a good square for his Queen. 11 . . . Q-B2 is answered by 12 R-B1, 11 . . . Q-Kt3 by 12 R-Kt1 and 11 . . . Q-R4 by 12 R-Kt1, followed by R-Kt5.

11 Q-B2
12 O-O

For if 12 . . . KtxP (White's KB is en prise); 13 BxPch, followed by 14 BxKt and White's Pawn structure is favorable.

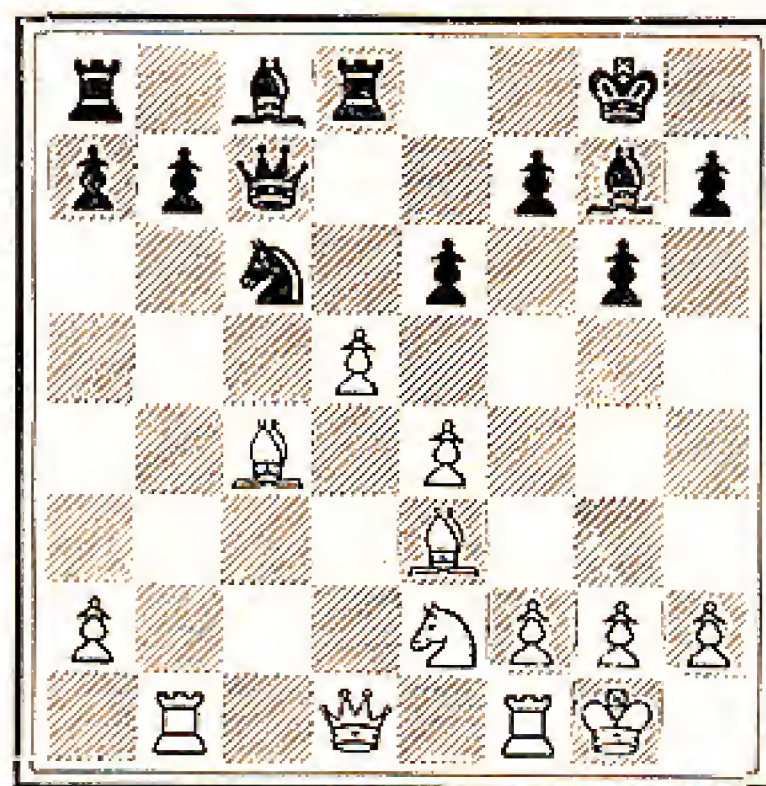
12 R-Q1
13 P-Q5?

Black has gained his point. He has tempted a breach in the center Pawns. 13 R-B1 would have sufficed to hold the line intact.

Jockeying and feinting for position in this variation of the Grunfeld Defense calls for the adroit use of skill and skull!

The game however, is by no means over. In fact, it is just beginning. But the danger that the second player will neutralize White's advantage in the center and come through with a wing attack (he has two Pawns for one on the Queen side) is imminent.

13 P-K3!



14 Q-B1?

After which White's position rapidly disintegrates. 14 Kt-B4 is the parry to Black's last thrust.

For reasons which are understandable, but not excusable, amateurs flee from a pin. The late Mr. S. of the Manhattan Chess Club would frantically anticipate a pin with the expression "Pin me? never!" Vague fears are the predominant factor in this unhealthy appraisal.

14 Kt-R4
15 B-Kt3

15 R-Kt4 would involve the Rook

in difficulties after . . . B-B1.

15 QxQ
16 KRxQ KtxB
17 RxKt PxP
18 R-Q1 B-K3
19 R(3)-Q3

White cannot recover his Pawn: 19 RxKtP, PxP; 20 RxR, RxR and the threat of mate at Q8 and the capture of the RP will leave him with material minus.

19 P-Q5

Aiming at the RP.

20 Kt-B1 KR-QB1

Simple enough, though 20 QR-B1 would have been good too: 21 BxP?, BxB; 22 RxB, RxR; 23 RxR, RxKtch.

21 BxP BxB
22 RxB R-B7
23 R(4)-Q2 QR-QB1
24 RxR RxR
25 K-B1 BxP

Now it is only a matter of time.

26 KtxB RxKt
27 R-Q7 P-QKt4
28 K-K1 P-Kt5
29 R-Q2 RxR
30 KxR P-QR4
31 K-Q3 P-Kt6
32 K-B3 P-R5
33 P-B4 P-B3
34 P-Kt4 K-B2
35 P-R4 P-R3
36 P-Kt5 RPxP
Resigns

The interest in chess in the great southwest has been steadily increasing and quality improving.

Below is a specimen game in which young Bob Potter matches wits with the president of the Dallas Chess Club.

TWO KNIGHTS' DEFENSE

Robert Potter Al Lipton

| White | Black |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-Kt5 | P-Q4 |
| 5 PxP | P-Kt4 |

The Ulvestad variation, introduced comparatively recently, and analyzed thoroughly in Chess

Charts. The idea is to capitalize on Black's development without resorting to the awkward move 5... Kt-QR4, which withdraws the Knight from the central theatre of action. Black proffers a Pawn to accomplish this purpose, the merit of which is still to be tested in the school of experience.

6 BxP

Pinkus suggests as best 6 B-B1, KtxP; 7 BxP, B-Kt2; 8 P-Q4, when the burden of proof that the development is worth a Pawn rests with Black.

6 QxP
7 B-B1

There are alternative lines, such as 7 Kt-QB3, QxKtP; 8 Q-B3, QxQ; 9 KtxQ, B-Q2, but Black apparently has no difficulty in maintaining equality once he regains the Pawn.

7 B-QB4
8 P-Q3 P-KR3
9 Kt-QB3 Q-Q1
10 K-Kt-K4

White proposes to simplify when the additional Pawn will tell.

10 B-Kt3
11 Q-B3 KtxKt
12 PxKt

If 12 QxKt, B-Kt2 and the position is still on edge, and 12 KtxKt is met by ... Kt-Q5.

12 O-O

12... Kt-Q5 at once is indicated. With a Pawn minus, Black cannot afford to relax the pressure and grant the respite of a tempo.

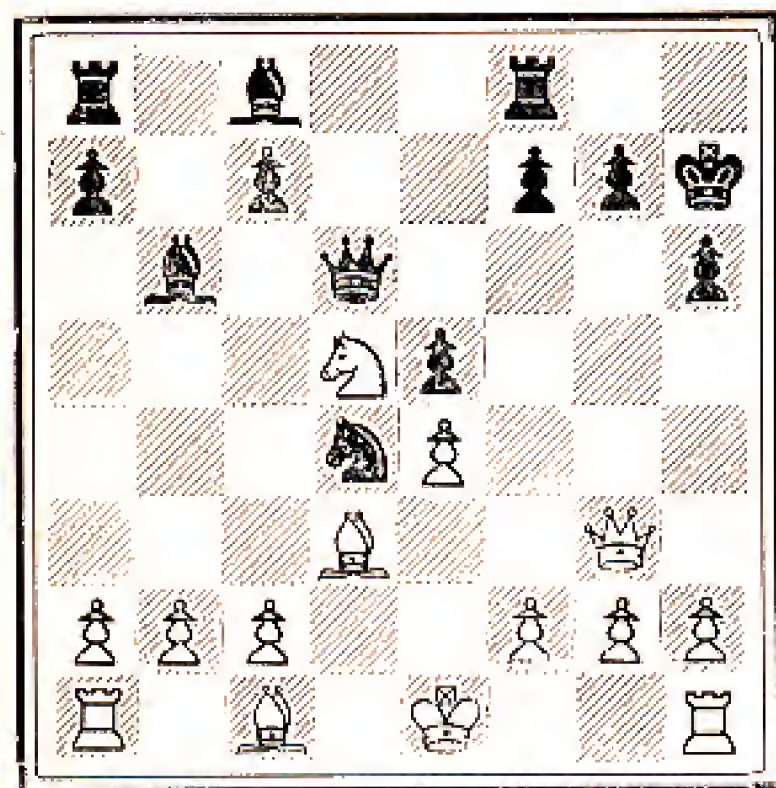
13 Kt-Q5 Kt-Q5

Too late. A moment ago, White's Queen would have been driven to the defense of his QP. Now there are other resources.

14 Q-KKt3 K-R2

For in the maze of complications that would ensue after 14... KtxPch, White would maintain the upper hand: e.g., 15 K-Q1, P-QB3; 16 BxP, P-Kt3; 17 KxKt, PxKt; 18 BxR with an exchange to the good. Nonetheless, with material minus and with prospects dwindling, Black might have speculated.

15 B-Q3 Q-Q3



16 P-KB4

Playing vigorously for the kill. The threat is 17 PxP; and it cannot be met by the simple expedient 16... PxP, for that would mobilize White's KP, which in turn would loose a battery on the Black monarch.

16 Kt-B3
17 P-B5

A bridgehead on the enemy flank.

17 R-KKt1
18 Q-R4

Black's RP, which will be exposed after P-B6, is the target.

18 B-R4ch

More or less in the nature of a spite check. There is no satisfactory readjustment of the forces to forestall the inevitable end.

19 P-B3 B-Q2

If 19... QBxP; 20 PxP, QxKt; 21 B-K4, Q-Q3; 22 P-B6ch, K-R1; 23 BxP wins.

20 B-KKt5 QBxP?

Courting immediate disaster. 19... P-B3 was correct, when Black would retain a ghost of a chance.

21 Kt-B6ch Resigns

For after 21... K-R1; 22 BxP, PxP; QxPch, etc.

MUZIO GAMBIT

A. M. Brandler Dr. A. Kramer

White Black

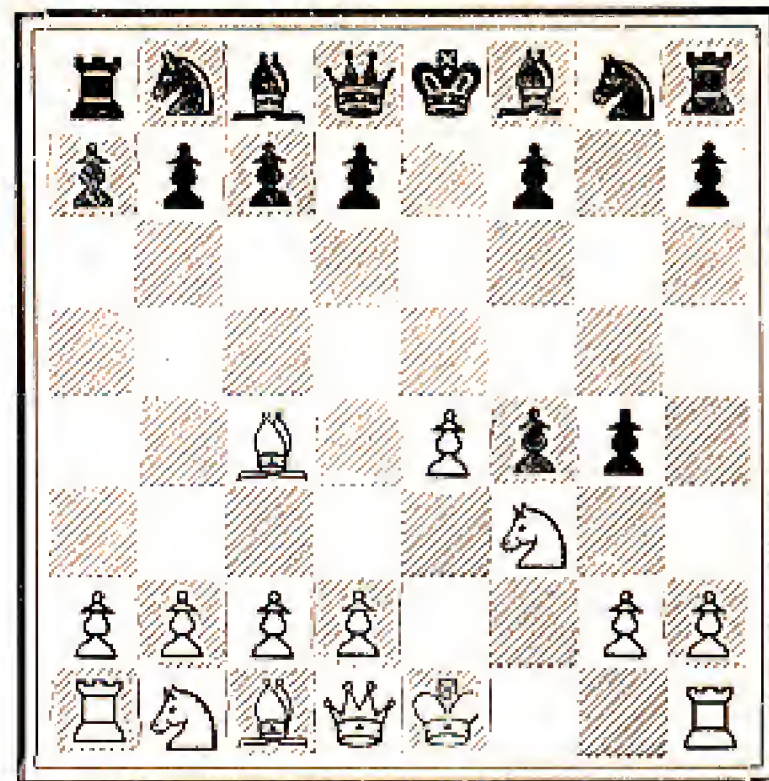
1 P-K4 P-K4
2 P-KB4 PxP
3 Kt-KB3 P-KKt4

With this move Black signifies his intention of retaining the gambit Pawn.

4 B-B4 P-Kt5

And now goes a step further by promoting the advanced Pawns to spearhead an invasion of the opposing ranks.

Black treads on dangerous ground. For he rates material over mobilization, which requires a delicate sense of appraisal.



5 BxPch

A counter-thrust to storm the enemy heights. But it is rather impetuous in view of White's inadequate preparations. More usual is 5 O-O, when ... PxKt; 6 QxP leads to a sustained attack against Black's KBP. This line of play is the true Muzio, which was the topic of contention over a score of years ago.

5 KxB
6 Kt-K5ch K-K1
7 QxP Kt-KB3
8 QxP P-Q3
9 O-O

The retreat of the Kt to B3 would be an admission of faulty strategy. The attack, for whatever it's worth, must go on.

9 PxKt

9... B-Kt2 would also do.

10 QxPch B-K2??

10... Q-K2 would have compelled the exchange of Queens, which in turn would have taken the wind out of the adversary's sails. Then Black would emerge with a piece for three Pawns, a good development, and excellent prospects.

11 RxKt Kt-Q2????

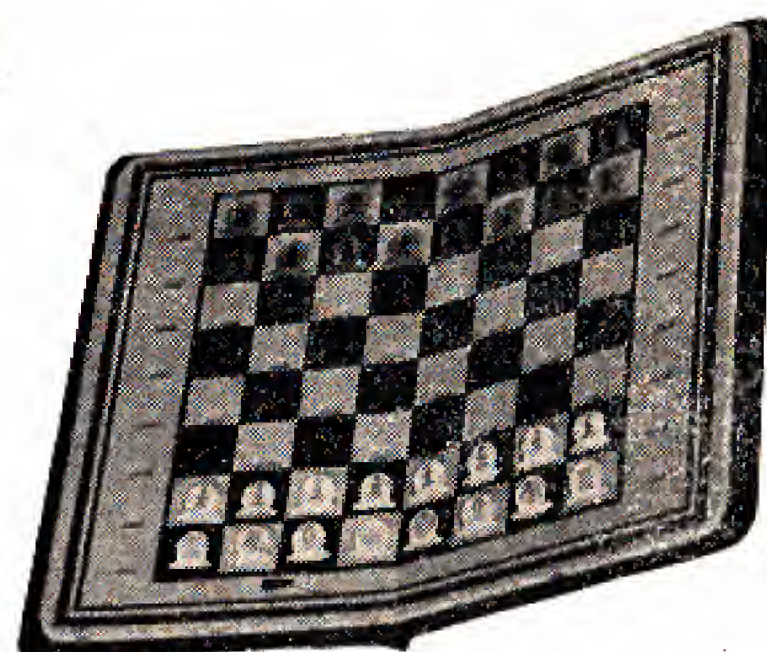
A help-mate in one!

12 Q-R5 mate

Very obliging.

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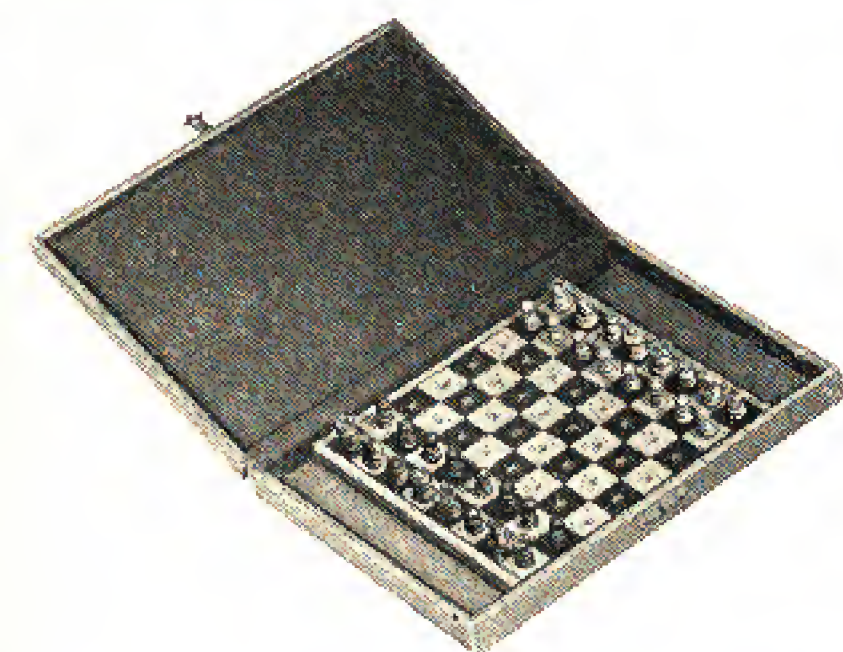
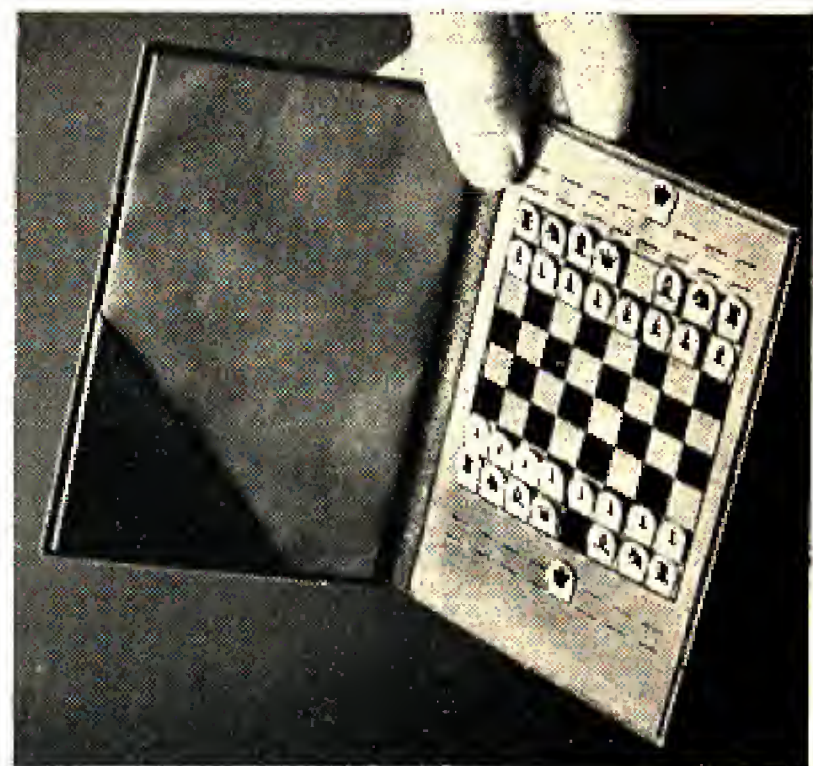
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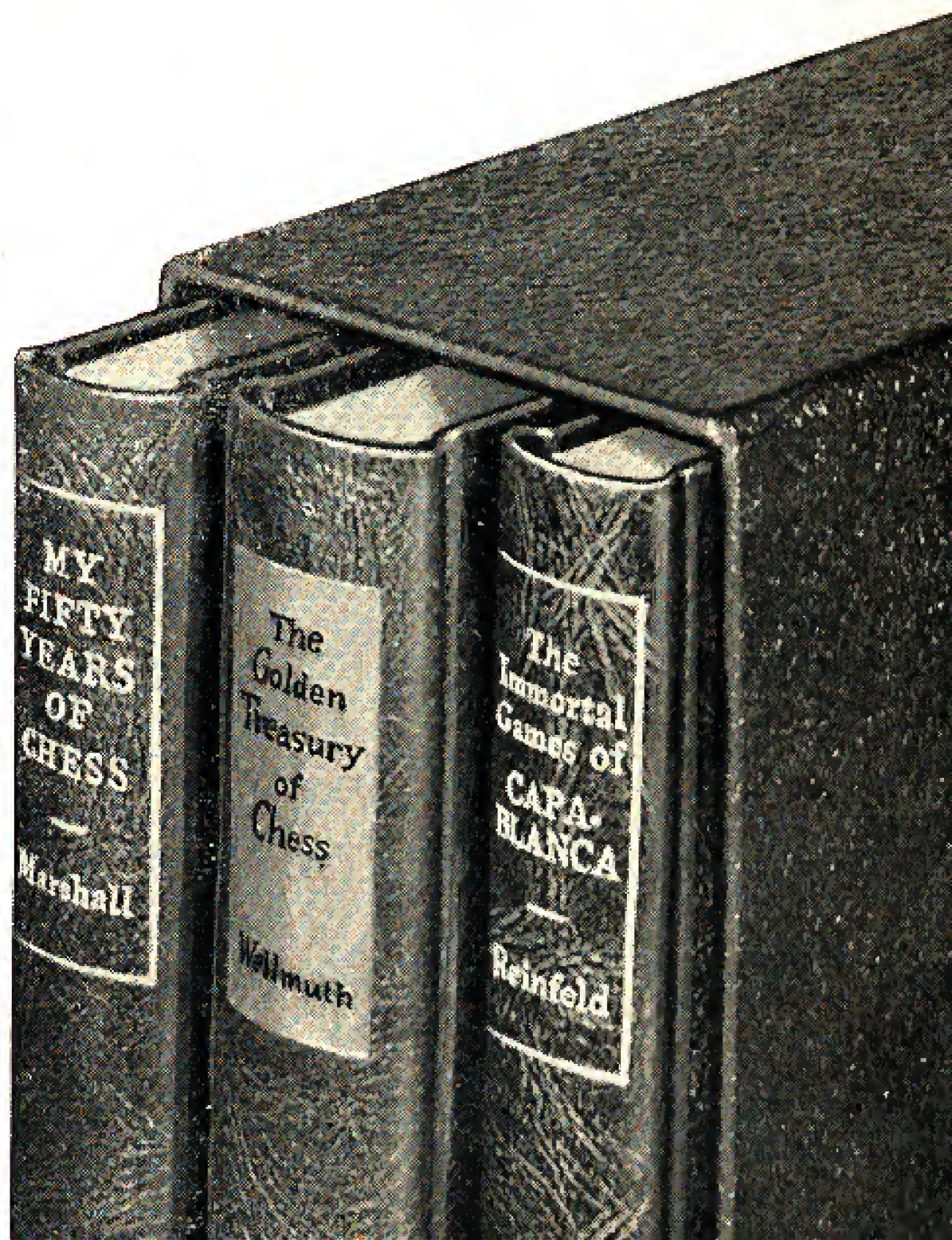
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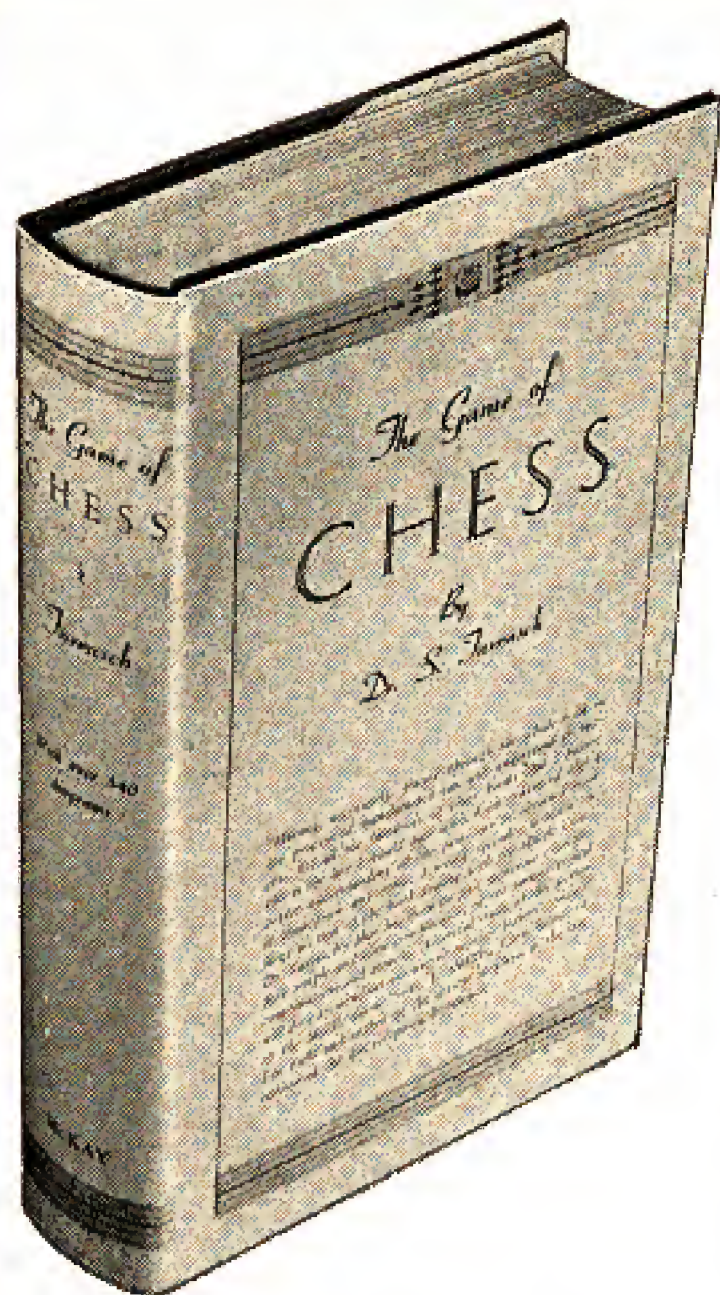
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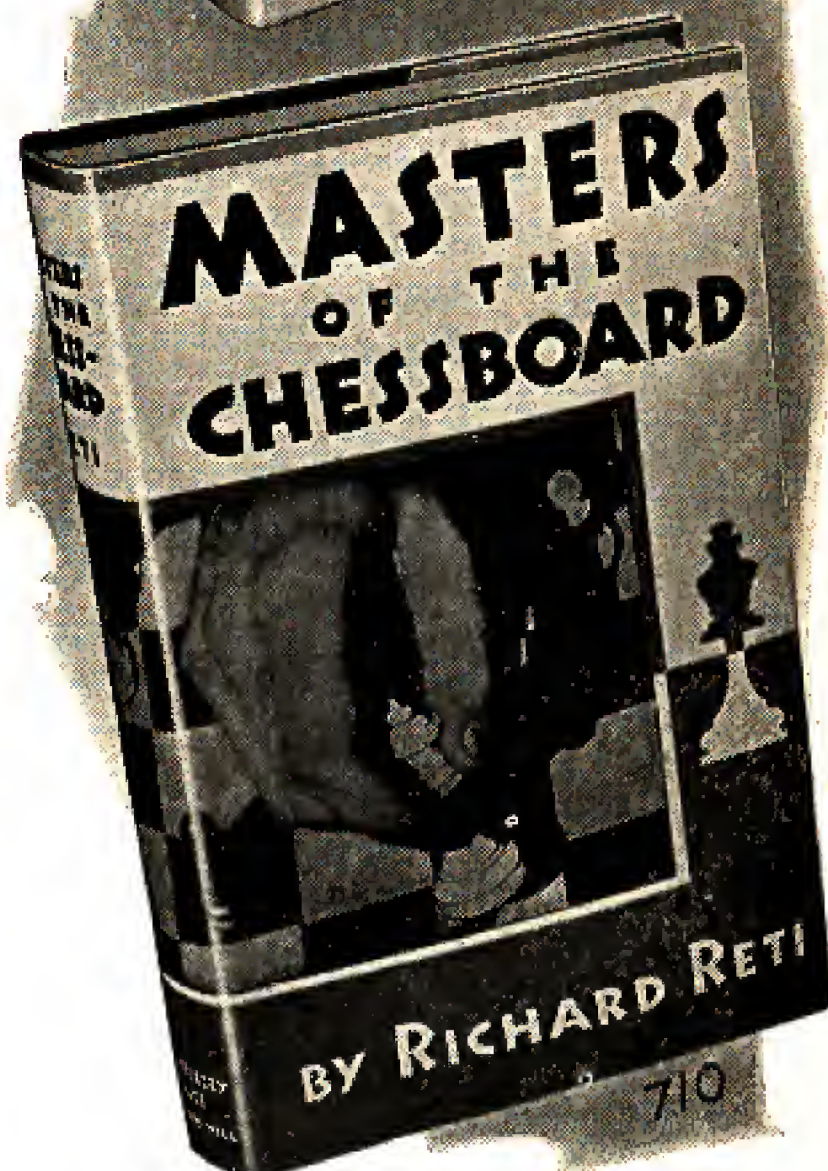
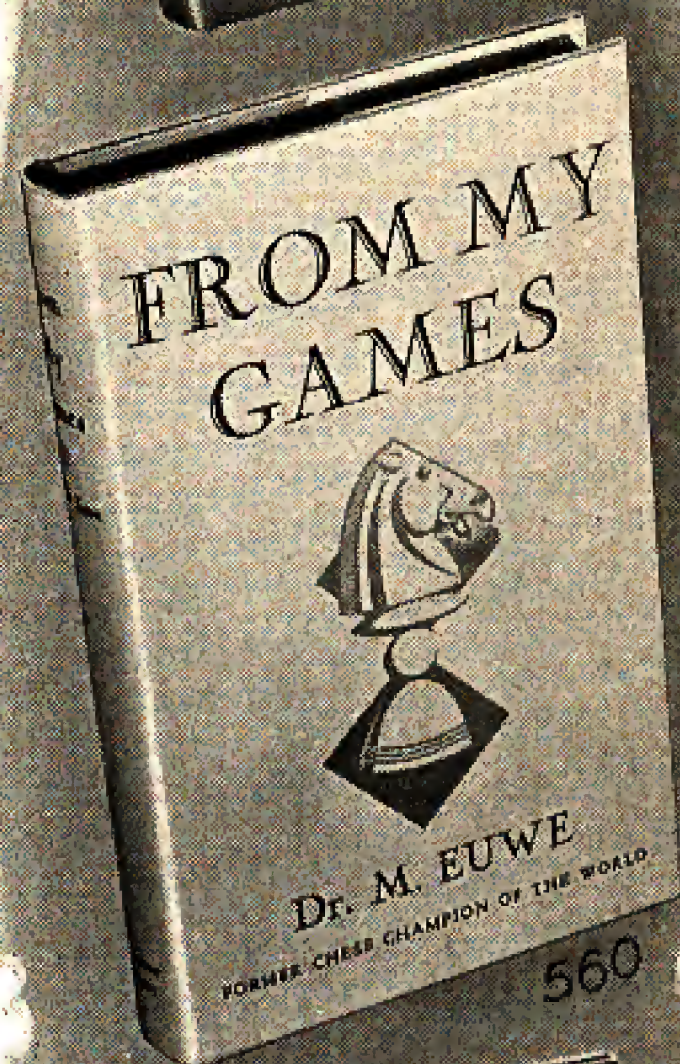
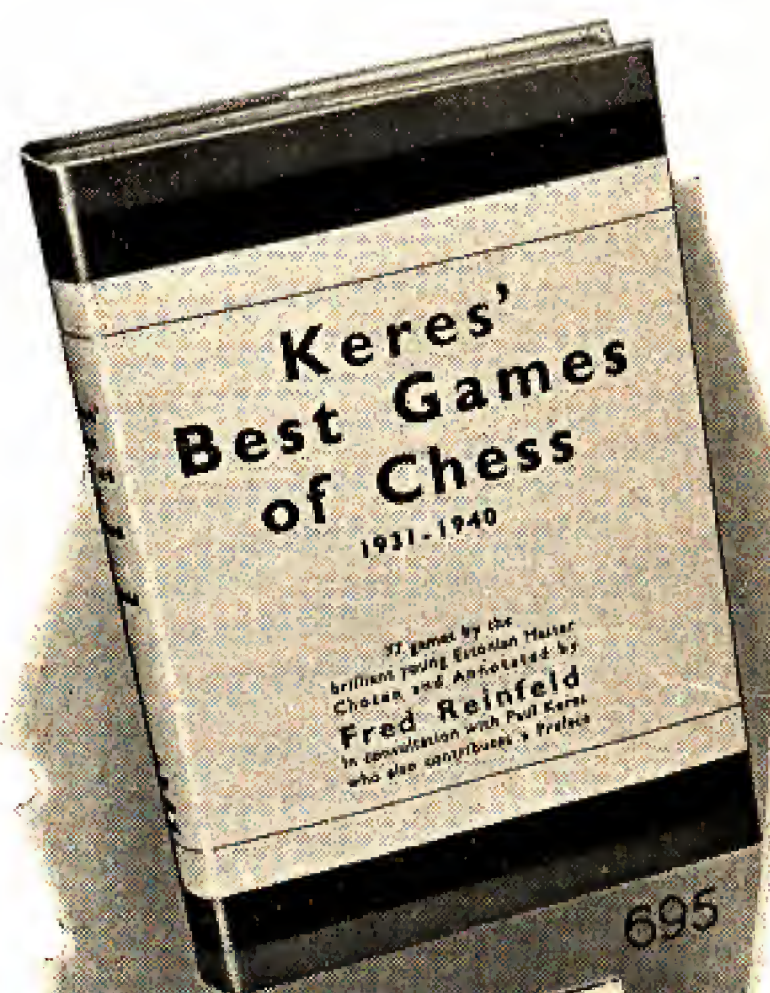


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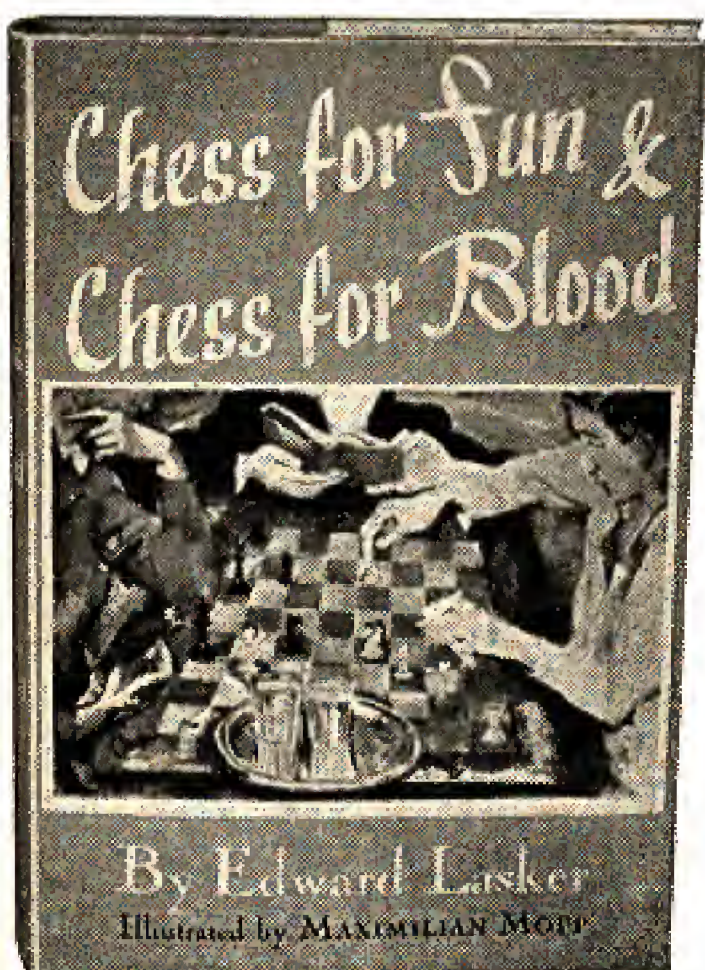
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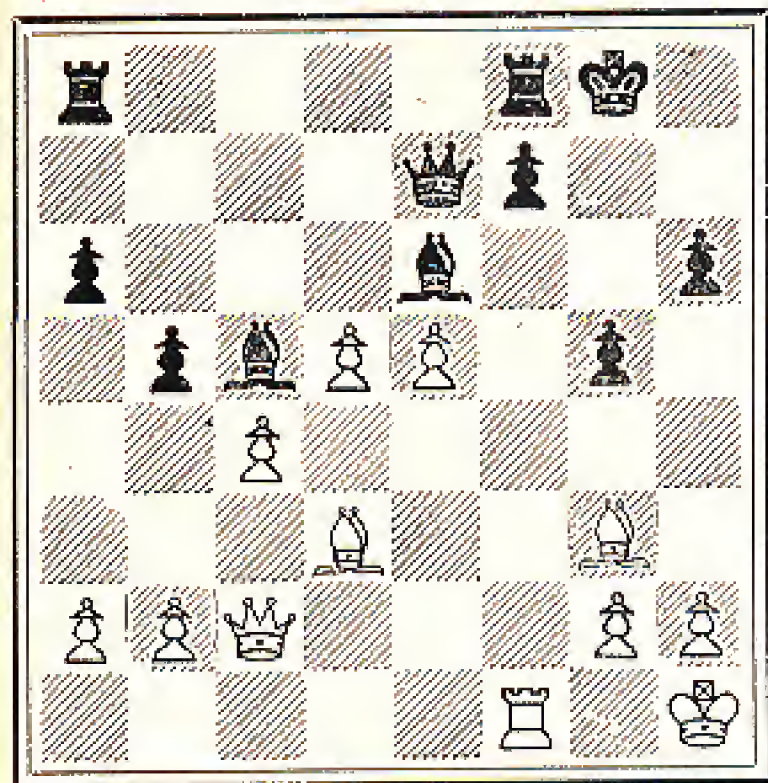
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Marshall

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- | | |
|----------|-------|
| 1 R-B6!! | B-Q2 |
| 2 Q-K2 | K-Kt2 |
| 3 Q-K4 | R-R1 |
| 4 P-K6!! | B-K1 |
| 5 B-K5 | QxR |
| 6 BxQch | KxB |

And White won. The finish: 7 P-Q6, R-Q1; 8 Q-B5ch, K-Kt2; 9 QxB, PxP; 10 Q-K5ch, K-Kt1; 11 QxKPch, B-B2; 12 Q-B6, Resigns.

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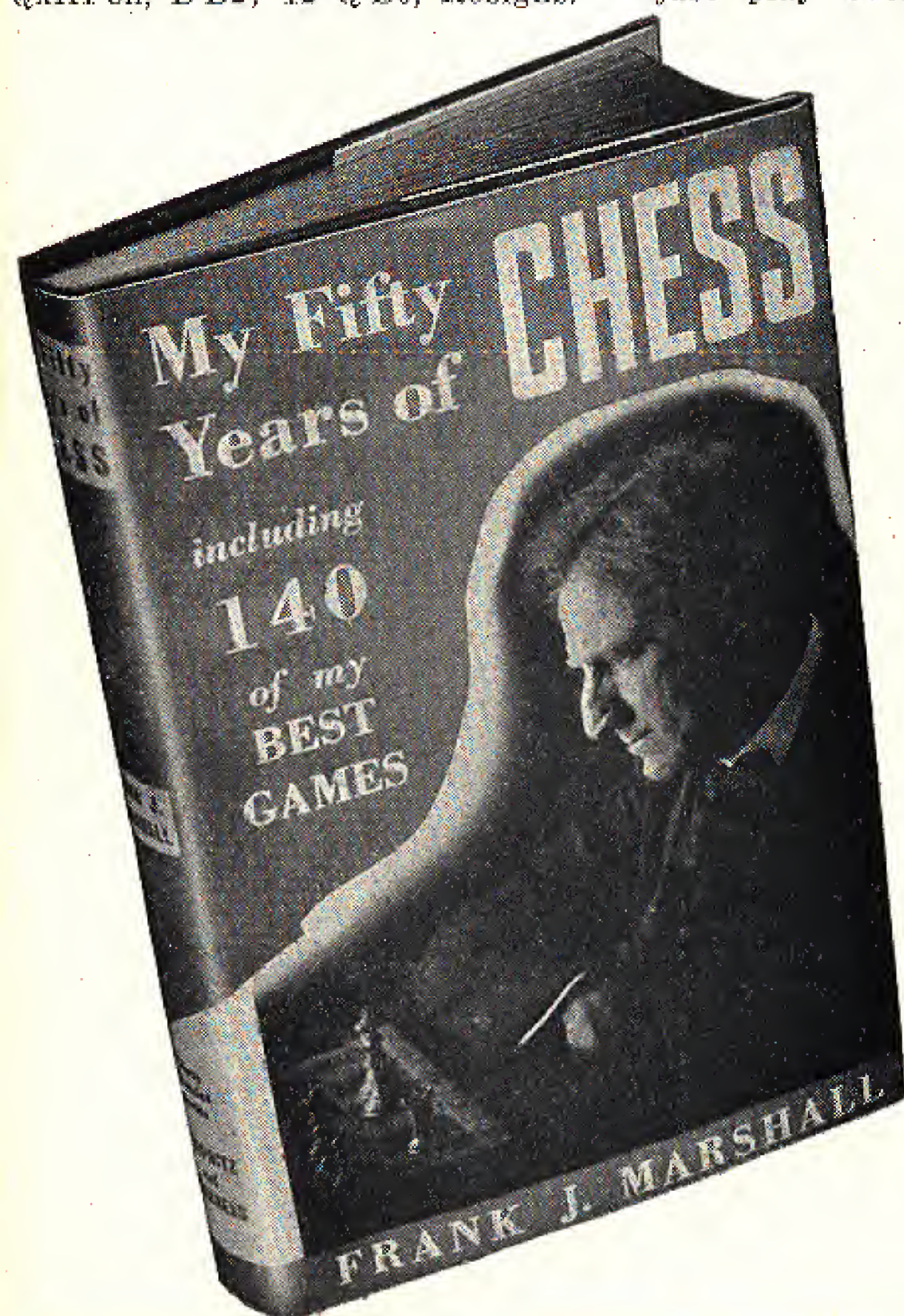
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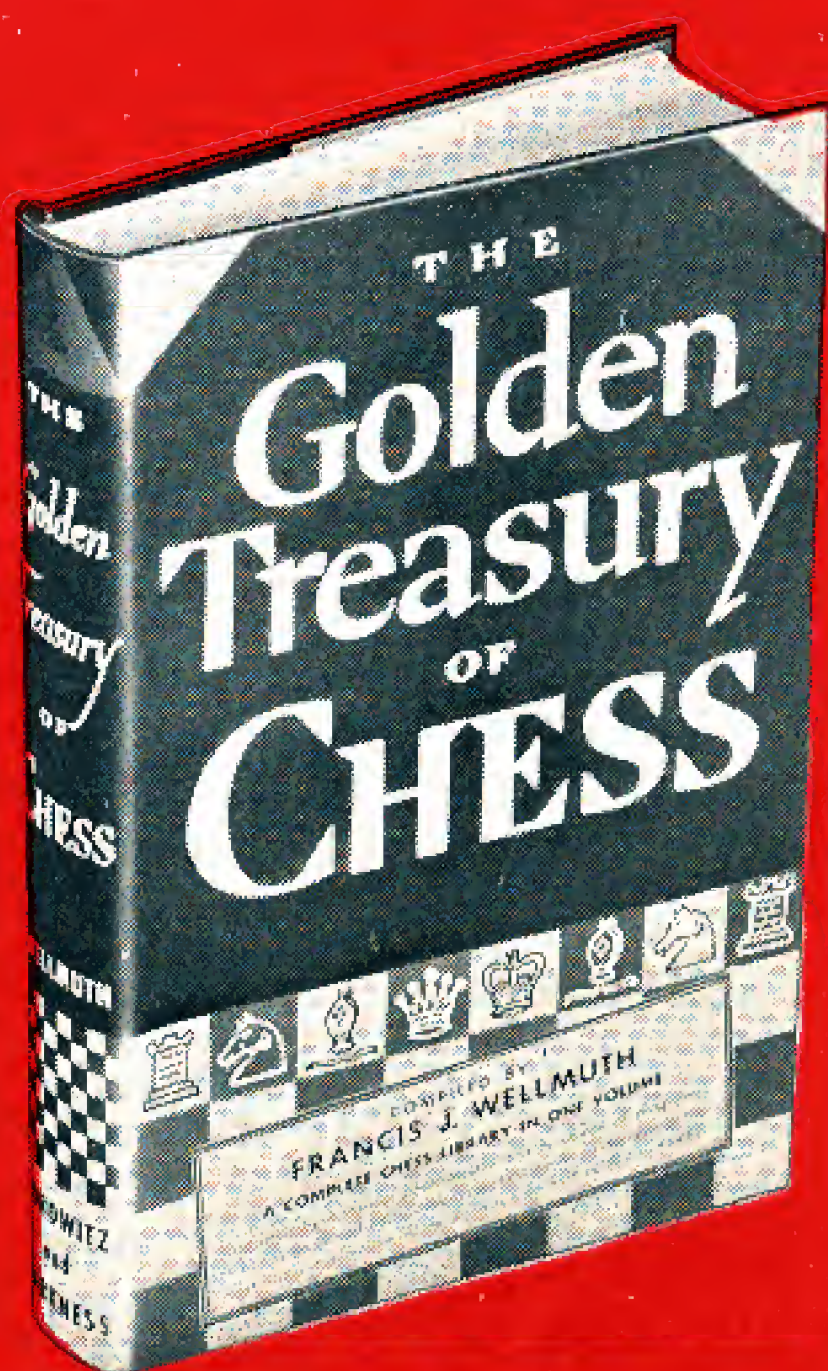


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Bernstein
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Colle
Dake
Dufresne
Euwe
Falkbeer
Fine
Flohr
Grunfeld
Gunsberg
Hodges
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Janowski
Johner
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Labourdonnais
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Lasker
Lilienthal
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MacDonnell
Mackenzie
Marco
Maroczy
Marshall
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Morphy
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Petroff
Philidor
Pillsbury
Przepiorka
Rabinovich
Ragosin
Reshevsky
Reti
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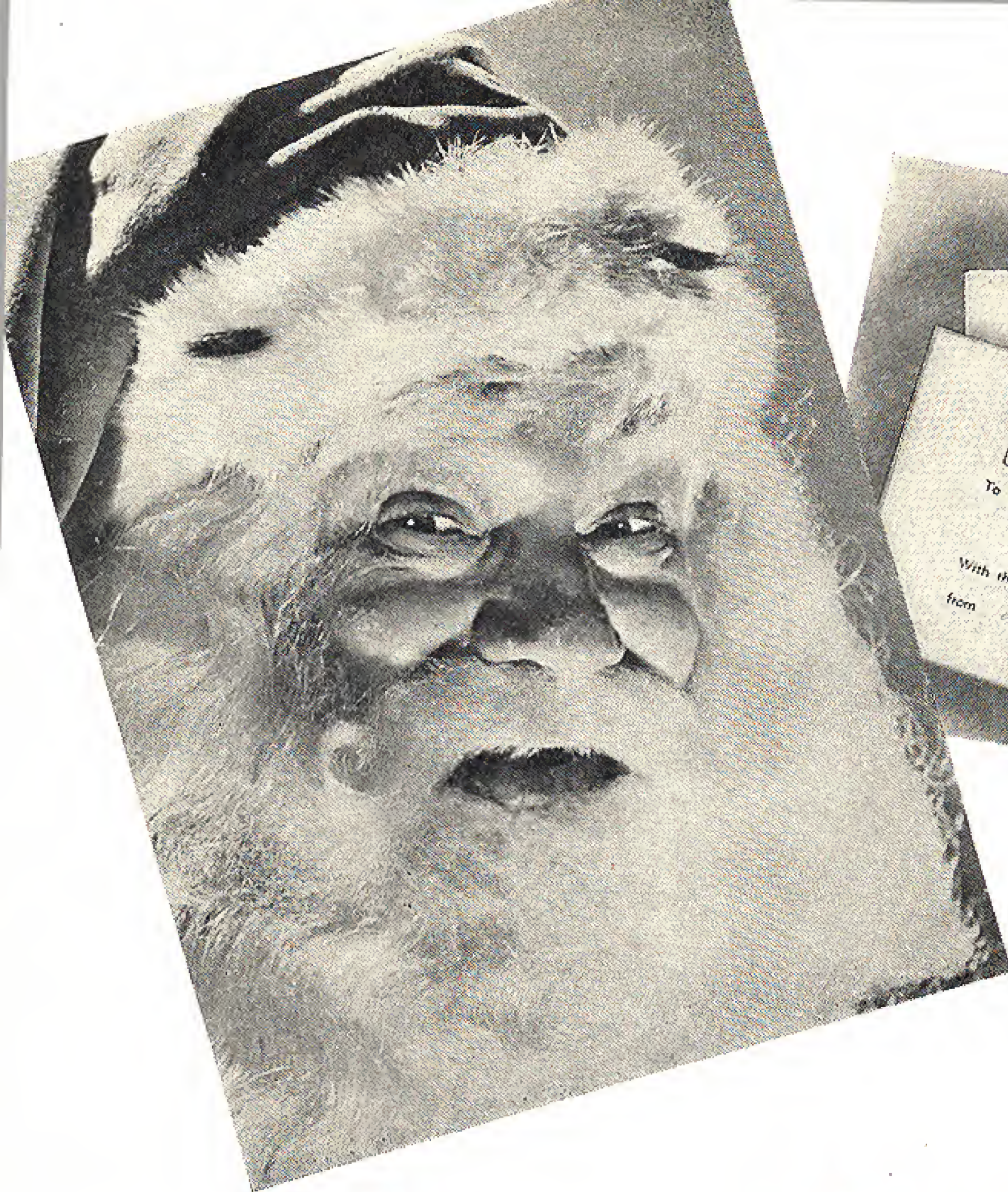
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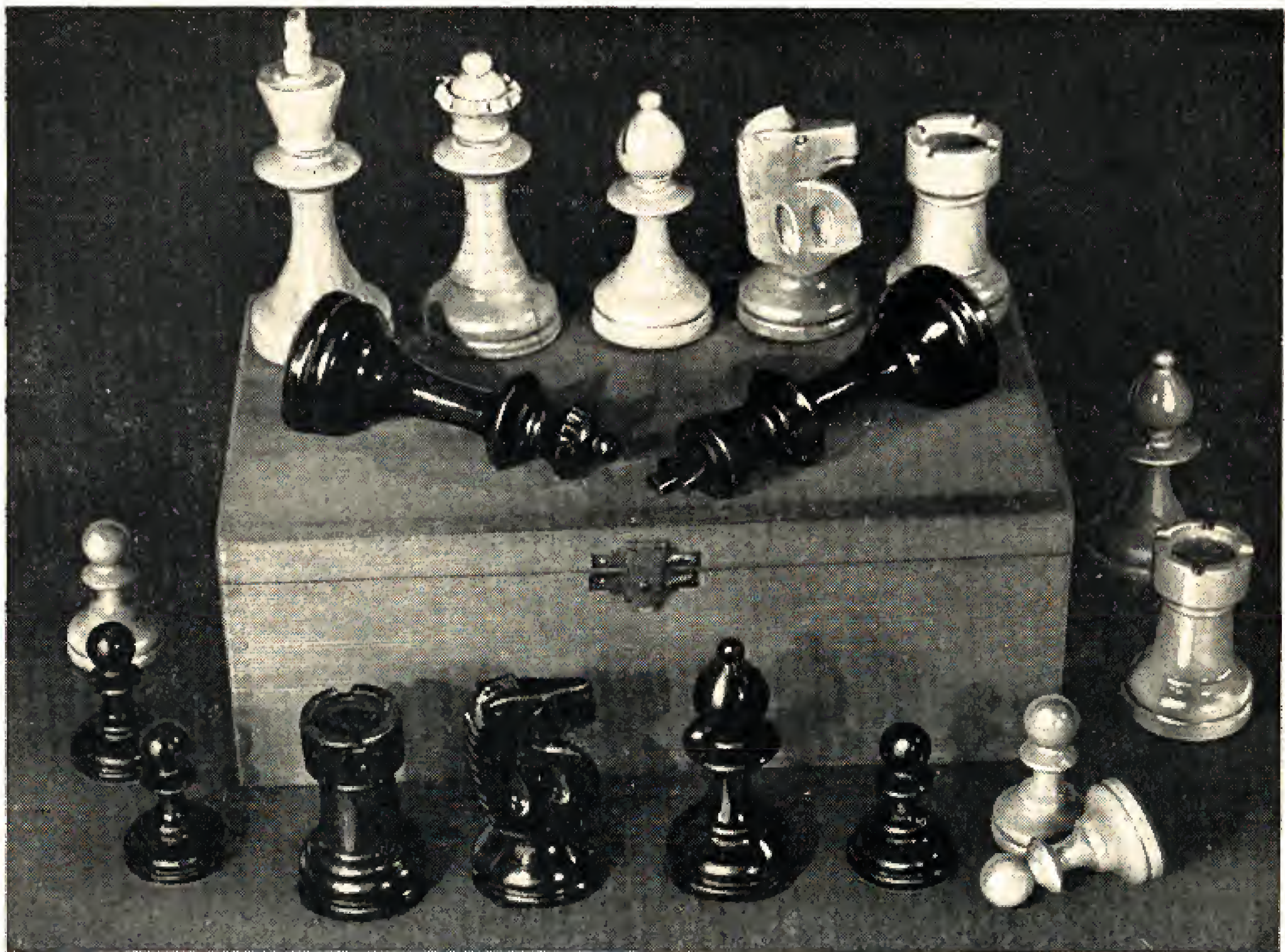
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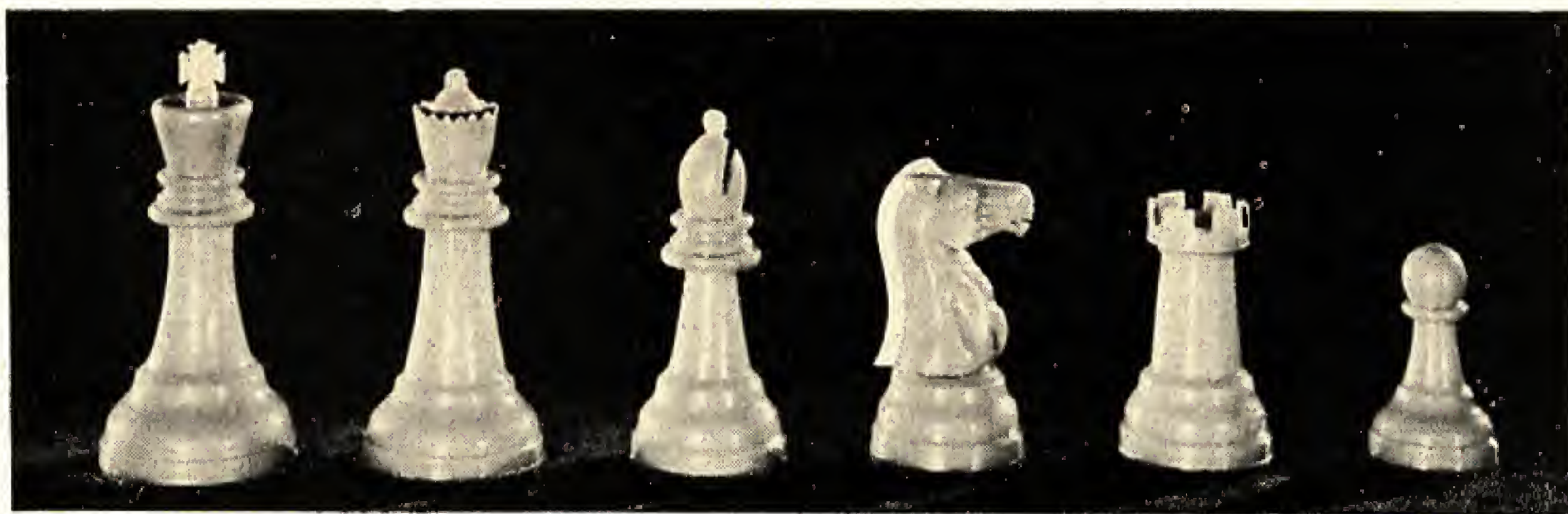
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LETTERS

Readers are Invited to Use these Columns for Their
Comments on Matters of Interest to Chess Players

"C" FOR KNIGHT

Sirs:

Having made the error of writing "K" for Kt. . . I agree that the substitution of the letter "N" would eliminate such errors. For this reason I now almost invariably write "N" for Kt.

In this connection . . . I wrote to Herman Steiner, Chess Editor of the Los Angeles Times, recommending the use of the letter "N" and also suggesting the letter "C" as perhaps a still more suitable symbol for the Knight. Extracts from my letter are as follows:

"To me it has always appeared confusing to designate the Knight by two letters instead of one, as is the case with the other chessmen . . . The use of the letter N is good practice as it prevents mistakes in indicating either men or squares . . . but is objectionable from the standpoint that it suggests a corrupt spelling of the word "Knight." However, English-speaking chessplayers should be able to agree on a single letter for designation of the Knight.

"A suitable letter is "C." It would mean **Charger** or **Cavalier** . . . The term Charger, which is the name applied to a war horse, appears to be eminently suitable, since in most chess sets the Knight is made to resemble a horse. The term Cavalier is equally justified since it implies that the piece represents a horseman or a knight. The use of the letter "C" to indicate a Knight is defensible even from another point of view; that is, an obsolete form of the word Knight is recorded as **Cnight** and that word begins with the letter "C."

M. RUDHOLM

Los Angeles, Calif.

The letter "N" is widely used by chessplayers to represent the Knight, particularly in postal chess. A few books have been published with this designation and some chess magazines have adopted it. The letter "N" is recognized in the International Code. Problemists use the letter "S" from the German "Springer." Reader Rudholm's suggested "C" is interesting but the letter "N" has already established itself in common use and seems entirely satisfactory. There is no question that the use of a distinctive single letter avoids confusion.

We would prefer to use "N" in the pages of CHESS REVIEW but await a full expression of opinion from our readers. So far, the vote is 18 to 2 in favor of "N" but returns have not yet been received to our request last month for a further vote on the subject — Ed.

PARTI

Sirs:

I suppose it has been a common experience of us ambitious duffers, eager to improve our games, to have watched experts playing. We have been baffled by the moves they make, puzzled at the reasons for them, and finally, somewhat irritated at what we are forced to feel is our own stupidity. We wish we might know what they are planning, what they anticipate from the opponent, and what they intend to do about it. In other words, we wish the master would think out loud for our benefit.

Well, why not? Why not arrange for two recognized experts to play each other on two widely separated boards? Let White do his thinking out loud, before making his move,—say what he hopes to do, what he suspects Black is up to, what must be guarded against, etc. The move concluded, the kibitzers will then check with Black.

Thus back and forth, the students watch the revered masters fall into traps, overlook possibilities, misinterpret strategy, to all of which they like omniscient gods, are privy.

This, it seems to me, would make an amusing parti — and perhaps an instructive one.

ALLEN W. JACKSON
Lincoln, Mass.

The same suggestion was made by Reader Ernest L. Blish of Ludlow, Mass. In the Kashdan-Horowitz, U. S. Open play-off match, 1938, the above idea was successfully tried. Occasionally, it is tried in master consultation games.—Ed.

FRONT COVER

We acknowledge with thanks the cheerful cooperation of JOHN WANAMAKER, Inc., New York, in posing their Santa Claus for our cover. Photo is by Ned Goldschmidt.

LETTERS

(continued)

BIGSHOTS

Sirs:

A word about chess in Mexico City: there are four or five clubs where local and national maestros hold forth. . . . Mexican players appear to admire most of all Alekhine and Fine, because I believe, both have been here.

It is interesting to note that chess is more widely played here than in the U. S. For instance, almost every grocer and carpenter plays a fair game; in the U. S. if I remember correctly, checkers are more popular. I always associate chess in the U. S. with bigshots,—bankers, statesmen, etc.

Best wishes to you and your excellent chess journal from "los amigos de ajedrez" in Mexico.

JOSEPH RAYMOND

Mexico City, Mexico.

VIRUS

Sirs:

I haven't played much chess for a long time but when I see a book like your GOLDEN TREASURY OF CHESS my eyes pop! Chess is really an incurable life-long disease although a pleasant one. I am going to see if I can't get the outfit I work for to look for the filterable virus that causes this disease in our new electron microscope.

J. WILKINSON

Philadelphia.

ACROSTIC

Sirs:

Herewith, a rather hysterical "appreciation" of one of our modern masters, whose name is spelled out by the first letter of each line.

Rise for this toast, ye ancient shades of Chess!

"Ever the gentleman, the wit,—no less

Urbane when seated at the checkered board;

Benign yet ruthless, good-humored, unafraid—

Each move a model even as it's made:

Now rise and toast your newest brightest lord.

For few are those against him who have drawn;

In victories, their numbers fewer still.

None other so adept with pen and pawn,

Each yields its subtlest power to his will".

LT. JOHN L. FOSTER

Kingman, Ariz.

LUCKY

Sirs:

A few days ago I received notice that I was the lucky recipient of a subscription to CHESS REVIEW. Today I received my first copy, and it surpasses all my expectations. A magazine which is put forth in such an interesting and plain-spoken way will surely help lift the cloak of mystery from the game of chess and bring it into the realm of the average person.

HAROLD R. MUNDEN, JR.
San Diego, Calif.

V-MAIL

Sirs:

I am in contact with the local Red Cross Club, and at the suggestion of the program director am undertaking the organization of a chess club there. There was a chess program run there last year, and I will try to get it going again. I have also written to the chess club in the local town, so perhaps one of our G. I. Joes will soon have an opportunity to sample the quality of English play. To judge by the play of an English soldier who was in the same hospital with me for several months, it is not bad at all.

Reuben Fine's editorial on Alekhine was most interesting. Fine only hinted at Alekhine's betrayal of the humanist tradition of chess by his collaboration with the Nazis; but it has been duplicated in other fields (vide the downfall of Richard Strauss).

I shall look forward to receiving your excellent journal.

SGT. H. H. ROSENBLUM
Somewhere in England

STIPULATION

Sirs:

Being rather new in the chess world, we have just subscribed to your marvelous magazine. After seeing what you are doing for chess players the country over, we made a stipulation in our by-laws to purchase all equipment from you.

W. E. FISHER

Golden Knight Chess Club
Kalamazoo, Mich.

RELAXATION

Sirs:

You can print all the pictures you wish. I see in the Letters column where some players want nothing but games, etc. etc. A lot of us play chess for relaxation, and to have your kind of magazine around helps just that much more. Don't change it; it's all right the way it is.

WALLIS L. RAND
Three Rivers, Mich.

UPTREND

Sirs:

Chess, I believe, is on the uptrend here in the U. S. and may some day in the future become a major national sport. Your magazine will play a large part in bringing this about as long as we can anticipate the same type of articles and editorials as displayed in recent issues.

FRANK W. QUEREAU
Winona, Minn.

Christmas, 1943

With this issue, CHESS REVIEW completes its eleventh year of publication. During these years, a common interest in chess has brought together a large and ever growing family of subscribers.

The members of the CHESS REVIEW family live in every State of the Union; and in Alaska, the Canal Zone, Puerto Rico, Hawaii. They live in Canada, Mexico, Cuba, Central and South America, the West Indies; and in England, Australia, South Africa, Iceland, Russia.

Many are in the uniforms of the armed forces and the pages of CHESS REVIEW are now read in the strange surroundings of the fighting fronts of this global war.

The members of the CHESS REVIEW family live in many countries because chess knows no boundaries and its devotees speak an international language. All walks of life are represented because chessplayers meet on a common footing across the board and recognize no distinctions of race, creed or wealth.

To all the members of this international, democratic fraternity, the Editors of CHESS REVIEW extend heartfelt good wishes and Christmas greetings.

I. A. HOROWITZ

KENNETH HARKNESS

DR. ARIEL A. A. MENGARINI
of Washington, D. C.

*He scored 11 straight victories and
won the title of U. S. Amateur
Chess Champion.*



Mengarini Wins U. S. Amateur Title

Dr. Ariel A. A. Mengarini, 24-year old graduate of the George Washington School of Medicine, Washington, D. C., became the new U. S. Amateur Chess Champion by scoring 11 straight wins in the finals of the second annual title tournament sponsored by the U. S. Chess Federation and held in New York November 11th-27th.

Sven Almgren and former champion Edward Schuyler Jackson, Jr., both of New York, tied for 2nd and 3rd places in the final standings, but Almgren became the official runner-up under the rules of the tournament, as he had won his individual encounter with Jackson.

The complete final standings, with crosstable of play, are given below:

| Players | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | Total |
|--------------|---|---|---|---|---|---|---|---|---|----|----|----|-------|
| 1 Mengarini | - | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 11 -0 |
| 2 Almgren | 0 | - | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 9 -2 |
| 3 Jackson | 0 | 0 | - | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 9 -2 |
| 4 Rubinow | 0 | 1 | 0 | - | 0 | 1 | ½ | 0 | 1 | 1 | 1 | 1 | 6½-4½ |
| 5 Neidick | 0 | 0 | 0 | 1 | - | 1 | 1 | ½ | 1 | 0 | 0 | 1 | 5½-5½ |
| 6 Fuchs, | 0 | 0 | 0 | 0 | 0 | - | 0 | 1 | 1 | 1 | 1 | 1 | 5 -6 |
| 7 Battell | 0 | 0 | 0 | ½ | 0 | 1 | - | ½ | 1 | 0 | 0 | 1 | 4 -7 |
| 8 Rothman | 0 | 0 | 0 | 1 | ½ | 0 | ½ | - | 0 | 1 | 0 | 1 | 4 -7 |
| 9 Stephens | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | - | 1 | 1 | 1 | 4 -7 |
| 10 Tabatsnik | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | - | 0 | 1 | 4 -7 |
| 11 Squire | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | - | ½ | 3½-7½ |
| 12 Shaw | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | ½ | - | ½ | 10½ |

Mengarini and Jackson were seeded into the finals. The remaining players qualified from a field of 36 entries who competed in four preliminary sections. The tournament was staged at the Manhattan Chess Club, the Marshall Chess Club, the West Side

YMCA and at the Brooklyn home of L. Walter Stephens, 3rd Vice-President of the USCF. Stephens directed the affair and also participated.

Three Leaders Outclass Field

Excitement ran high as former champion Jackson and favored contender Mengarini scored point after point without loss or draw, with Almgren at their heels. The two leaders met in the tenth round. Both had clean scores, but Jackson had an adjourned game with Almgren which the latter expected to win. The prospect of losing this point made it necessary for Jackson to play for a win against Mengarini. The Washington medico, while trying to win, could hold the draw in hand, secure in the knowledge that he could not be passed in the race, probably could not be overtaken.

Jackson had the white pieces and opened with a Ruy Lopez, then developed a favorable game from the Exchange Variation. On his 15th move, the champion let his will to win get out of hand, sacrificed a piece for a mating threat which Mengarini quickly proved unsound. Thereafter, Jackson struggled valiantly against Mengarini's material advantage but the fight was hopeless and he eventually resigned.

In the remaining three rounds, Mengarini methodically disposed of his opponents, clinched the title when Almgren scored over Jackson in their adjourned game, played off before the last round of the tournament.



RUNNER-UP SVEN ALMGREN
He barely qualified for the finals

New Champion in Medical Corps Reserve

Olive skinned, oval-eyed ARIEL ALDACE ANTEO MENGARINI was born in Rome, Italy, 24 years ago, came to the U. S. as a child, graduated from the Fieldston High School of New York. He attended Harvard in 1937-38, after winning one of four scholarships for which 300 boys competed. Then he did undergraduate work in Science for 2 years at George Washington University, Washington, D. C. For a brief period he served as a first-class private in the U. S. Army but is now a reserve officer in the Medical Corps, will receive his commission after serving his internship for 9 months at San Diego, Calif.

Mengarini learned chess at the age of 6, was captain of the Harvard freshman chess team in 1938, won the championship of D. C. in 1940. He first received national recognition when he was invited to compete in the 1941 Ventnor City Tourney. At this event he tied for 5th place but the field was strong and Mengarini made a good impression by his original, vigorous style of play.

The new amateur champion, whose piercing black eyes look down at most of his opponents from his lofty height of well over 6 feet, is full of confidence in his own chess ability, is looking forward to the opportunity of "taking those New York boys" in a major tournament. His engaging smile and a willingness to admit that he got himself into trouble in some of his games made him a popular contestant among his fellow-amateurs. He displayed a penchant for somewhat irregular openings which several times threatened to boomerang with compromised positions. However, he faced complications, time pressure and opening disadvantages with such poise and skill that his opponents failed to make the best moves. The fact remains that Mengarini scored 11 straight wins.

Almgren Missed Chances

Runner-up Sven Almgren made a fine showing in the finals, despite his near disqualification in the preliminaries in which he tied for 3rd place with A. Otten, just made the grade by virtue of his individual win over Otten. In the main event, however, Almgren lost only to Mengarini and Rubinow, won all his other games. His game with Mengarini was an exciting affair in which pieces were left en prise all over the board. In the complications, Almgren missed some chances, could have at least drawn the game.

Ex-champion Jackson played his usual aggressive chess, lost only to Mengarini and Almgren. Against the new champion, his sacrifice was quite unsound and was a peculiar lapse on the part of such a strong player.

Sol Rubinow, one of the strong group of City College players, finished fourth with a score of 6½-4½. He was the only contestant, other than Mengarini, to defeat Almgren. Leon Neidick of Elizabeth, N. J., finished in 5th place with an even score.

RUY LOPEZ (10th Round)

White: E. S. Jackson, Jr.

Black: A. A. Mengarini

| | | | |
|----------|--------|----------------|--------|
| 1 P-K4 | P-K4 | 10 B-K3 | P-KKt4 |
| 2 Kt-KB3 | Kt-QB3 | 11 Kt-R2 | O-O-O |
| 3 B-Kt5 | P-QR3 | 12 BxB | QxB |
| 4 BxKt | QPxB | 13 Q-K3 | Q-Kt3 |
| 5 Kt-B3 | B-QB4 | 14 Kt-R4 | Q-Q5 |
| 6 P-Q3 | Q-K2 | 15 Kt-KB3? | QxKt |
| 7 P-KR3 | Kt-B3 | 16 Q-R7 | B-K3 |
| 8 O-O | B-Q2 | 17 KtxKP | Kt-Q2 |
| 9 Q-K2 | P-R3 | And Black won. | |

At Move 15, White sacked the piece because he was under the impression he had a forced mate.



EDWARD SCHUYLER JACKSON, JR.
Ex-champion

Games from U. S. Amateur Title Tourney

QUEEN'S GAMBIT DECLINED

| | |
|------------|--------------|
| S. Almgren | A. Mengarini |
| White | Black |
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-QB3 |
| 3 Kt-QB3 | Kt-B3 |
| 4 P-K3 | P-K3 |
| 5 B-Q3 | PxP |
| 6 BxBP | P-QKt4 |
| 7 B-Q3 | P-QR3 |
| 8 Kt-B3 | P-B4 |
| 9 O-O | Kt-B3 |
| 10 P-QKt3 | |

10 P-QR4, P-Kt5; 11 Kt-K4 is good for White. Obviously, in this variation, as in the text, White's QP is indirectly defended.

| | |
|----------|---------|
| 10 | B-Kt2 |
| 11 B-Kt2 | PxP |
| 12 PxP | Kt-QKt5 |
| 13 Kt-K5 | B-K2 |
| 14 R-K1 | KtxB |
| 15 QxKt | O-O |
| 16 R-K3 | Kt-Q4 |
| 17 R-R3 | P-B4 |

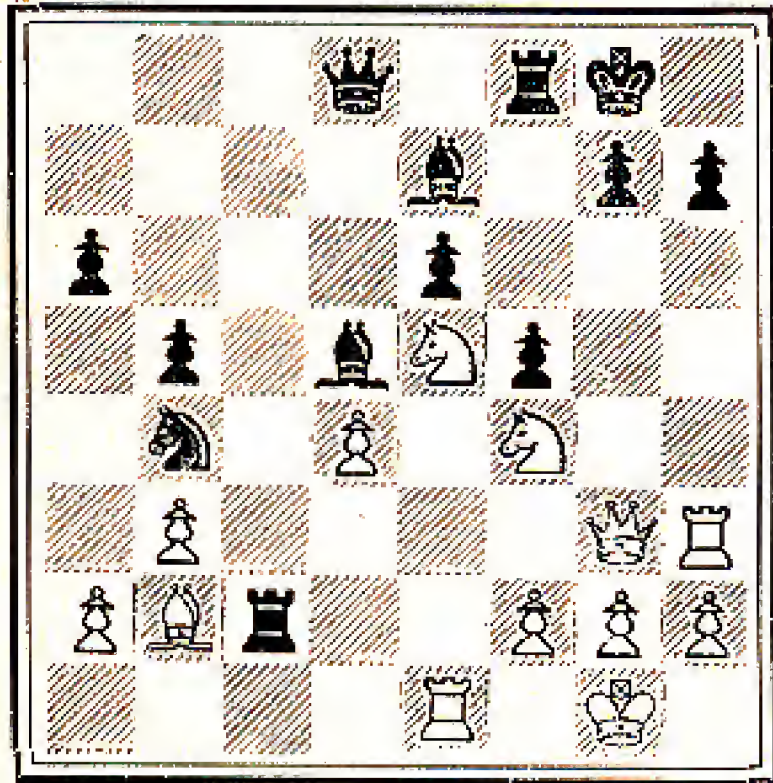
It is difficult to ascertain Black's correct defensive pattern. The text move leaves his KP weak. Of the other alternatives 17 ... P-R3, or 17 ... P-Kt3, the latter is more appealing.

| | |
|----------|--------|
| 18 Kt-K2 | R-B1 |
| 19 R-K1 | Kt-Kt5 |

Forcing an entry on the seventh rank. However, as White's men flock to the King side, the absence of Black's Knight from that wing may be felt.

| | |
|-----------|------|
| 20 Q-Kt3 | R-B7 |
| 21 Kt-B4! | B-Q4 |

Not 21 ... RxB; 22 KtxKP attacking Queen and threatening mate.



| | |
|----------|-------|
| 22 B-B1? | |
|----------|-------|

22 B-R3 could lead to a beautiful trap! e.g., 22 ... RxRP; 23 BxKt, BxB; 24 Q-Kt6!!; PxQ; 25 Kt(4)x KtP and there is no defense to mate.

| | |
|----------|-------|
| 22 | KtxP |
| 23 RxP | |

23 Q-Kt6 now would not do on account of ... PxQ; 24 Kt(4)xQ,

B-R5 returning some material, but retaining enough to win.

| | |
|----------|-------|
| 23 | KxR |
| 24 B-R3 | |

Hoping for 24 ... BxB; 25 Q-R3ch, K-Kt1; 26 Kt(4)-Kt6 and mate cannot be stopped. However, White's best chance is 24 Q-Kt6ch, K-Kt1; 25 Q-R5, threatening Kt(4)-Kt6.

| | |
|--------------|-------|
| 24 | P-Kt5 |
| 25 Q-R3ch | B-R5! |
| 26 Kt(4)-Kt6 | BxP |

Black does not lose sight of the fact that White is a Rook behind, and he is prepared to give back material to weather the storm.

| | |
|-----------|-------|
| 27 KtxRch | K-Kt1 |
| 28 QxB(2) | BxPch |
| 29 K-B1 | KxKt |
| 30 Q-Kt6 | Q-K1 |
| 31 Q-Kt2 | |

The force of the attack is spent. White is in retreat.

| | |
|-------------|---------|
| 31 | PxB |
| 32 R-K2 | RxR |
| 33 KxR | BxP |
| 34 Kt-Kt6ch | K-Kt1 |
| 35 Kt-B4 | Q-Kt4ch |
| 36 K-Q2 | |

And White resigns.

QUEEN PAWN

| | |
|--------------|------------|
| A. Mengarini | S. Rubinow |
| White | Black |
| 1 P-Q4 | Kt-KB3 |
| 2 B-Kt5 | |

A move popularized by Bill Ruth of Philadelphia. Little analysis is devoted to it, and this is its particular forte.

| | |
|---------|-------|
| 2 | Kt-K5 |
|---------|-------|

Falling in line with White's plan. 2 ... P-Q4 steering the game into normal channels is to be preferred.

| | |
|-----------|-------|
| 3 B-R4 | P-Q4 |
| 4 P-KB3 | Kt-Q3 |
| 5 Kt-B3 | Kt-B4 |
| 6 B-B2 | P-B4! |
| 7 P-K4 | PxKP |
| 8 B-Kt5ch | B-Q2 |
| 9 PxKP | PxP |
| 10 BxP | BxB? |

When will amateurs learn that a bishop is slightly more valuable than a Knight? 10 ... KtxB followed by 11 ... Kt-B3, and Black has nothing to fear.

| | |
|---------|------|
| 11 PxKt | B-B3 |
|---------|------|

An interesting try was 11 ... Kt-B3; 12 KtxB, Q-R4ch; 13 Kt-B3, O-O-O; 14 Kt-K2, KtxB; 15 KtxKt, Q-Kt5 regaining the piece.

| | |
|----------|-------|
| 12 Q-Q2 | Q-R4 |
| 13 O-O-O | Kt-R3 |
| 14 Kt-B3 | P-B3? |

Creating an organic weakness from which he cannot hope to re-

cover. However, the position was difficult.

| | |
|-----------|--------|
| 15 Q-B4 | P-KKt4 |
| 16 PxP ep | O-O-O |

If 16 ... PxP; 17 BxP, exposing the Black monarch, wins.

| | |
|------------|---------|
| 17 P-Kt7! | BxP |
| 18 Q-Kt4ch | P-B4 |
| 19 QxB | KR-Kt1 |
| 20 QxRP | RxP |
| 21 B-K5 | R-B1 |
| 22 QxKP | R-K1 |
| 23 Q-B6 | Resigns |

RUY LOPEZ

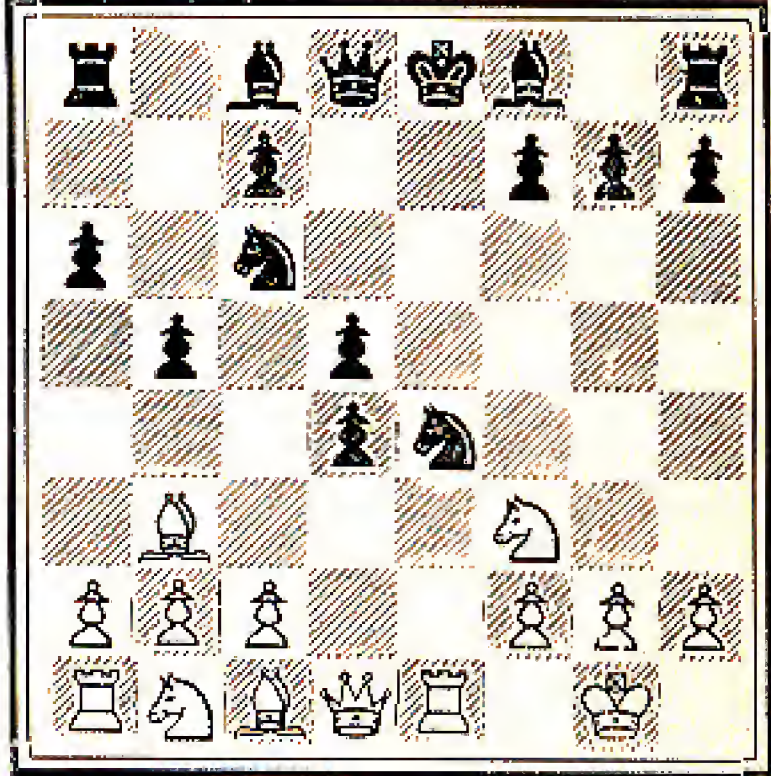
| | |
|------------|-----------|
| S. Almgren | F. Squire |
| White | Black |
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-Kt5 | P-QR3 |
| 4 B-R4 | Kt-B3 |
| 5 P-Q4 | PxP |
| 6 O-O | P-QKt4 |

6 ... B-K2 is sounder.

| | |
|---------|------|
| 7 B-Kt3 | KtxP |
|---------|------|

Inviting complications — and White is willing.

| | |
|--------|------|
| 8 R-K1 | P-Q4 |
|--------|------|



| | |
|----------|------|
| 9 Kt-B3! | B-K3 |
|----------|------|

If 9 ... PxKt; 10 BxP regains the piece with interest.

| | |
|----------|------|
| 10 KtxKt | PxKt |
| 11 RxP | Q-Q2 |

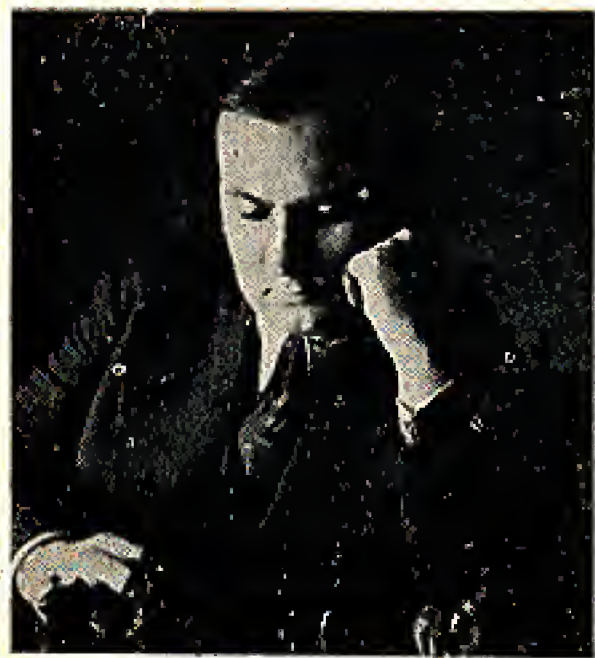
The extra Pawn cannot be held, and under the circumstances it would be better to play 11 ... B-K2 followed as quickly as possible by ... O-O.

| | |
|-----------|-------|
| 12 P-QR4! | P-Kt5 |
| 13 Q-K2 | B-K2 |
| 14 BxB | PxB |
| 15 RxP | O-O? |

There probably is no adequate defense but the text move loses a piece outright.

| | |
|---------|---------|
| 16 Q-B4 | Resigns |
|---------|---------|

More games from the Amateur Tourney in an early issue — Ed.



Game of the Month

by

REUBEN FINE

The Problem of The Defense

There is a paradox in chess theory: on the one hand it is assumed that the game must be drawn with best play, on the other that White should try to secure an opening advantage, while Black ought to be content with equality.

The paradox is resolved easily enough if we think of "advantage" and "equality" as ranges of possibilities rather than as fixed points. Then we can say that, other things being equal, White has more play, but that Black can neutralize any superiority that may result. Consequently, the problem is seen to be a practical one.

For the defender, the range of possibilities falls into three groups. The first is absolute equality, where neither side can hope to do anything — the Exchange Variation of the French is the outstanding example. Next is passive equality, where Black has a long uphill fight, with nothing but a draw at the end of the rainbow if he makes perfect moves. And third, there is active equality — a complicated position with chances for both sides.

It is this last type of equality which is the goal of the modern master. He knows that he cannot get the better of it (especially against an opponent well armed with M.C.O.); he also appreciates the dangers in experimentation by Black. So he tries to steer the game into channels where there is no deadening simplifying line available, where attack and counter-attack balance one another, where the man with greater insight and better combinative ability will come out on top. To play the opening in such a way that an actively equal position will be reached is the problem of the defense.

Of all the defenses to 1 P-K4, none solves the problem more effectively than the Sicilian. There is no easy way out if White is bent on a draw — it is and must be a fight from start to finish. Naturally it involves risks which are absent from 1 . . . P-K4 or the Caro-Kann, but in return it offers promising counterplay which is especially effective against Fabian tactics.

In the following game Najdorf handles the Black pieces in a Sicilian to perfection. White conducts his attack too hesitantly, and finally loses his way in the maze of exciting complications.

Buenos Aires, 1943
SICILIAN DEFENSE

| | |
|----------|---------|
| Michel | Najdorf |
| White | Black |
| 1 P-K4 | P-QB4 |
| 2 Kt-KB3 | P-Q3 |

If Black has the Scheveningen in mind, as here, it is a little more elastic to play 2 . . . P-K3 first.

| | |
|--------|--------|
| 3 P-Q4 | PxP |
| 4 KtxP | Kt-KB3 |

It is essential to prevent P-QB4.

| | |
|----------|-------|
| 5 Kt-QB3 | P-K3 |
| 6 B-K2 | Kt-B3 |
| 7 O-O | P-QR3 |

To prevent Kt-Kt5 in reply to . . . Q-B2.

| | |
|--------|---------|
| 8 B-K3 | Q-B2 |
| 9 P-B4 | |

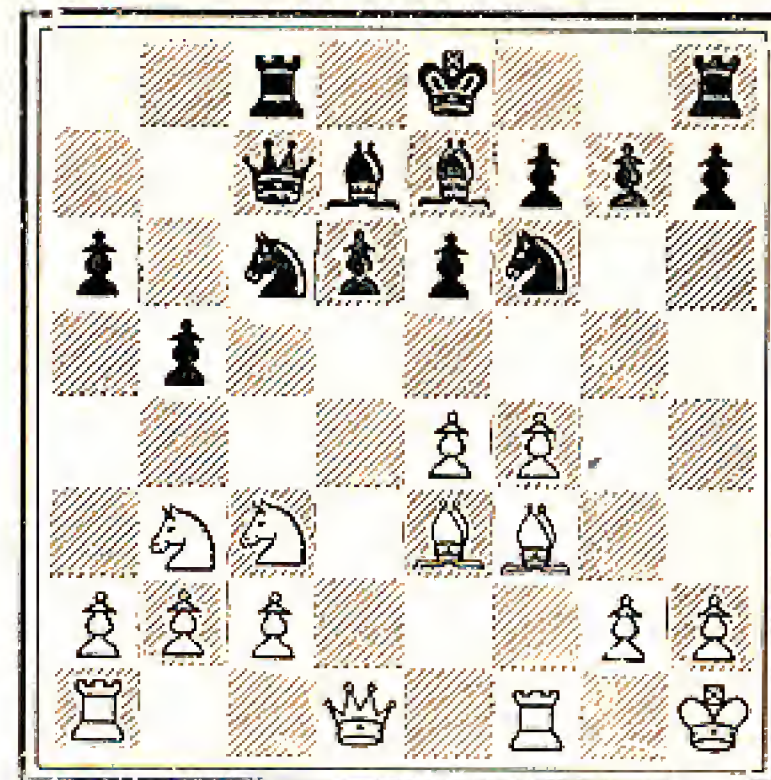
White's chances lie on the K-side, Black's on the Q-side. 9 P-QR4 is often seen here, to stop . . . P-QKt4, but of late it has usually been omitted because it does not really hamper the Black counter-attack.

| | |
|-----------|------|
| 9 | B-K2 |
| 10 B-B3 | B-Q2 |

Slightly more exact, according to standard theory, is 10 . . . Kt-QR4, in order to occupy the square QB5 at the earliest possible moment—the maneuver is the backbone of Black's counterplay. But Najdorf has something else in mind.

11 K-R1
12 Kt-Kt3

R-QB1
P-QKt4



13 P-QR3?

A pointless move which merely increases the vigor of the Black counter-attack. White's future lies on the K-side advance with P-KKt4, and the sooner he begins the better.

13
14 P-Kt4

O-O

The scheme of the attack is P-Kt5, P-B5, eventually P-B6 at the appropriate moment. Najdorf adopts an unusual defense.

14

K-R1!

With the idea that the retreat of the Kt to Kt1 will be more elastic than that to K1.

15 P-Kt5
16 R-KKt1

Kt-KKt1

The usual 16 P-B5 now would be less effective because Black would be able to occupy K4 too effectively. However, White should not take so long to develop his QR.

16
17 R-Kt3

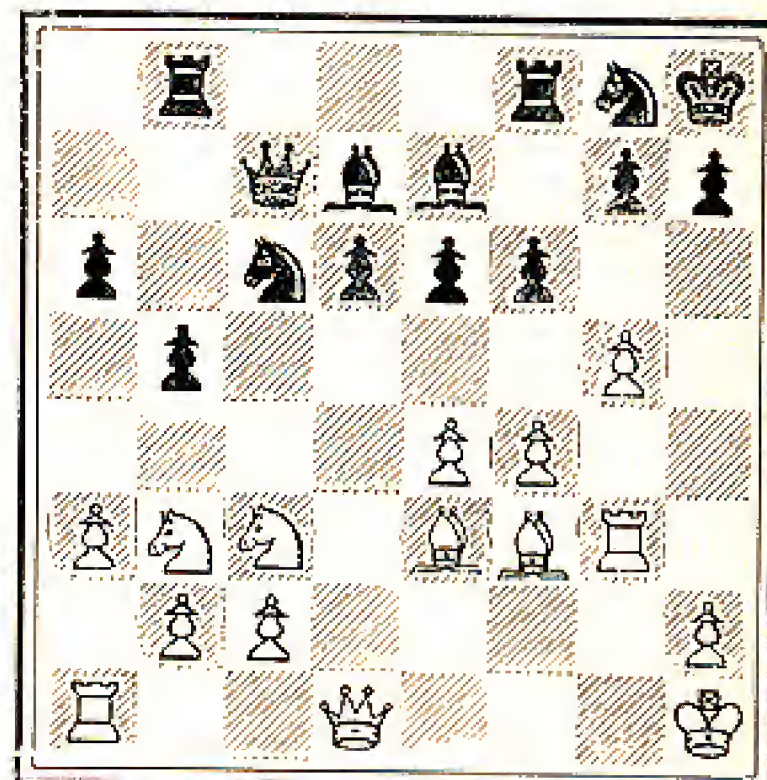
R-Kt1

Intending R-R3, B-Kt2, Q-R5 etc.

17

P-B3

As a rule it is advisable for the defender not to touch the Pawns near his King but the present case is an exception — White's threats are too strong.



18 P-Kt6??

An incredible positional blunder. The first principle of the attack is to keep the lines open—instead he blocks the position completely. Correct was 18 P×P, B×P; 19 Q-Q2 and 20 QR-KKt1, with a complicated and interesting battle, where White's chances are excellent.

18 P-R3

Could he have expected anything else?

19 R-R3

Now this move is worse than pointless — the Rook will be out of play for a long time.

19 P-Kt5
20 P×P KtxP

While White fidgets nervously Black strengthens his game from move to move. The Q-side is now the center of action—which means that Black has had his way.

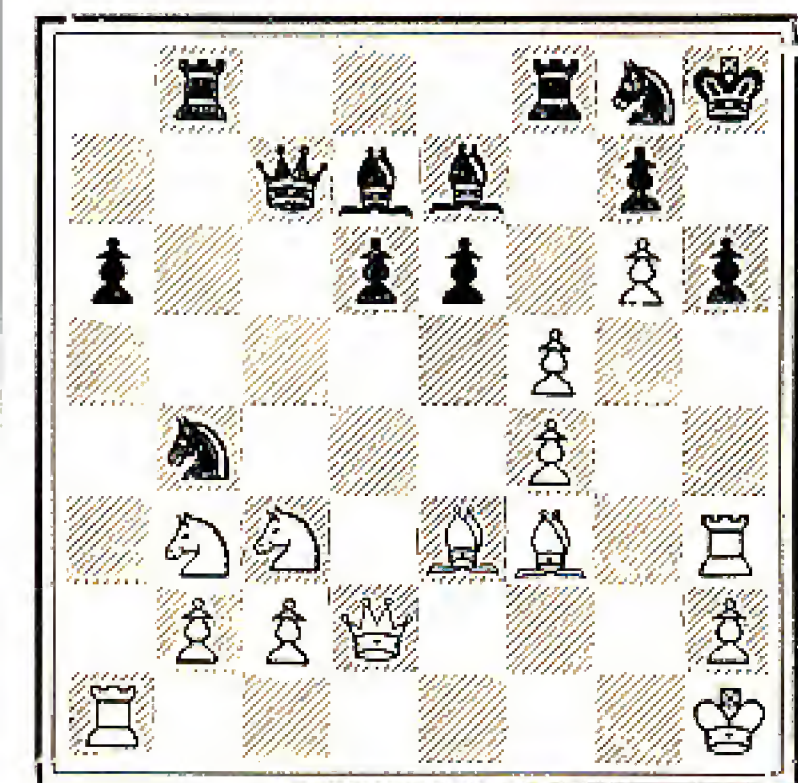
21 Q-Q2

Hoping to be able to play P-B5! On 21 P-B5 at once, P×P; 22 Q-Q2?, P-B5 is the crushing reply.

21 P-B4!

Forced and forcing.

22 P×P



22 P×P

Here, we are told, Najdorf spent half an hour considering the alternative 22 . . . P-K4, which can lead to terrific complications. However, as far as one can see, all the combinations are in Black's favor, e.g., 22 . . . P-K4; 23 P×P, B×P; 24 R-Kt3, P×P, or 22 . . . P-K4; 23 B-Kt4 (the variation given by the Argentinian magazine from which we have taken the game—it appears to have been the main line considered by Najdorf), Kt-KB3; 24 P×P, KtxB; 25 B×P! P×B!; 26 R×Pch, and here 26 . . . K-Kt1; 27 P-B6 (or 27 P-Kt7, R×P; 28 P×P, Q-Kt2ch; 29 K-Kt1, Q-Kt3ch), B×P; 28 P×B, R×P should win for Black.

While one can understand that Black might prefer the simpler text move in actual play — all the combinative possibilities cannot be calculated over the board — Najdorf's somewhat cautious reply indicates that he pins his faith on

practical rather than theoretical defense.

23 Kt-Q4

The tempting 23 Kt-Q5 would have been refuted by 23 . . . Q×P!, e.g., 24 KtxKt, Q×Kt; 25 KtxP, Q×P!; 26 Q-Q1!, R(Kt1)-B1!, with an adequate game.

23 B-KB3
24 Kt(B3)-K2?

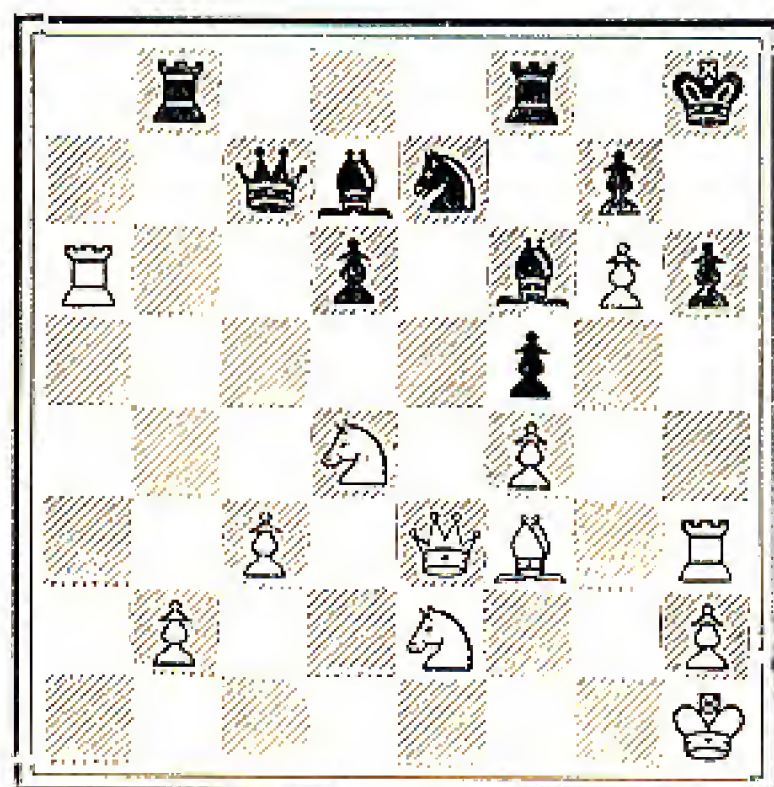
Gives up his foothold on Q5 in order to safeguard the Q-side position — and the results are not good. More effective was 24 Kt-Q5, and if 24 . . . KtxKt; 25 B×Kt, R×P?; 26 B-Kt3, with satisfactory chances.

Michel has evidently forgotten that a timid soul cannot beat the Sicilian.

24 Kt-K2
25 P-B3 Kt(Kt5)-Q4
26 R×QRP

He displays a positive genius for the right move at the wrong time. After 26 B-B2, P-QR4!; 26 P-Kt3! there is still plenty of play left.

26 KtxB
27 Q×Kt



27 KR-K1!

An excellent reply which shows great insight. On the obvious 27 . . . R×P; 28 Kt-K6, B×Kt; 29 Q×B, KtxP; 30 Q×BP! opens the diagonal and enhances the value of White's Bishop. The attack's the thing—and for the attack the K-file is more important than the QKtP.

28 Q-Q2 KtxP
29 Kt-B6?

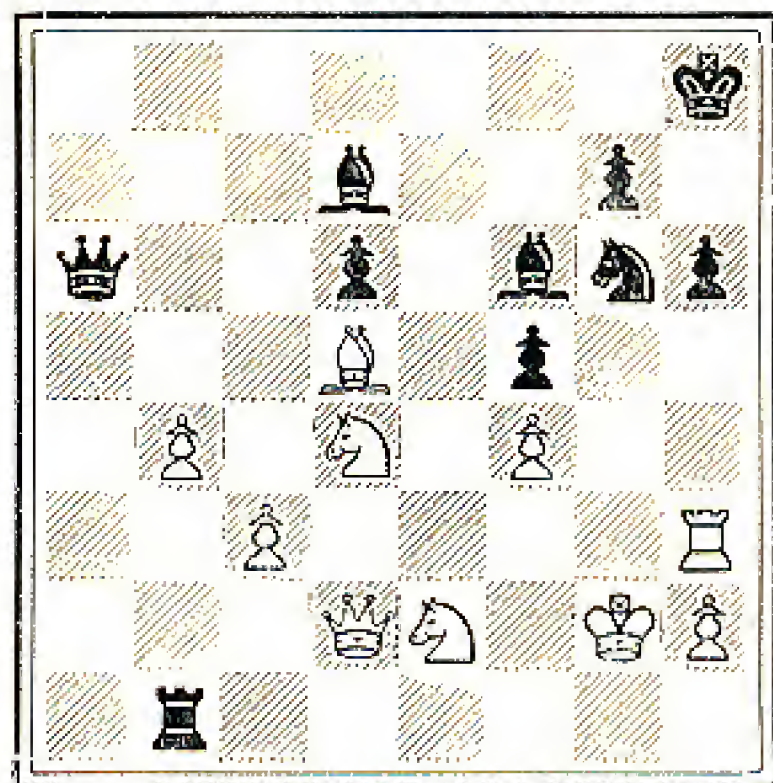
Timidly aggressive. The Kt must soon retreat — so the whole maneuver is loss of time. 29 P-Kt4 was correct.

29 R-R1!
30 R×R RxR
31 Kt(B6)-Q4 R-R8ch
32 K-Kt2 Q-Kt3

Black's offensive is now in full swing—White's misplaced Rook is a terrible handicap.

33 B-Q5 R-QKt8!
34 P-Kt4 Q-R3!

Intending . . . Q-R8.



35 P-Kt5?

Desperate because he cannot prevent the entrance of Black's Queen, he loses heart. True, 35 Kt-B2? loses nicely after 35 . . . Q×Ktch!; 36 Q×Q, KtxPch; 37 K-B2, KtxQ; 38 K×Kt, P-B5. But after 35 R-K3 the outcome was still far from clear, even though Black obviously has the better of it.

Very few experts have sufficient faith in the defense.

35 B×P
36 KtxB Q×Kt
37 R-K3

The threat was . . . Q×Ktch.

37 R-Kt7
38 Q×R

Setting one last trap before he calls it quits. On 38 R-K8ch Black begins with 38 . . . Q×R, gobbles up almost all the Pawns and comes out with an easily won ending despite the opposite-colored Bishops: 38 R-K8ch, Q×R; 39 Q×R, Q×Ktch; 40 Q×Kt, KtxPch; 41 K-B2, KtxQ; 42 K×Kt, B×P.

38 Kt-R5ch!

The joker. On 38 . . . Q×Q?; 39 R-K8ch does lead to a draw by perpetual check: 39 . . . Kt-B1; 40 R×Ktch, K-R2; 41 B-Kt8ch, K-Kt3; 42 B-B7ch, etc.

39 K-R3 Q×Q
40 R-K8ch

One spite check before he gives up.

40 K-R2
Resigns

A splendid example of aggressive defense.

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Around the Chess World



Internationalist Herman Steiner (left, above) is largely responsible for the growing interest in chess in Hollywood, Calif. Steiner edits a chess column in the Los Angeles Times, actively promotes chess activities, conducts his own club at 108 N. Formosa Avenue. In the photo, Steiner is playing Mrs. Nanny Rocs, formerly of New York and one-time woman chess champion of Belgium.

An indication of the growing popularity of chess is the intelligent use of the game in many recent Hollywood pictures. In the past, chess has been used as a means of indicating senility, stuffiness or general boredom. But things are looking up when virile stars like Humphrey Bogart (a real chess-player and a subscriber to CHESS REVIEW) use chess props in their pictures.

World Champion Alekhine is slipping — or else youthful Klaus Junge is developing into a strong player. At a recent tournament in Prague, Junge tied for first with the world titleholder, each scoring $8\frac{1}{2}$ - $2\frac{1}{2}$. Alekhine drew 5 games while Junge lost only to his rival and drew 3 games. Incidentally, Alekhine and Bogolyboff were supposed to have played in the tourney at Madrid held during October and won by Paul Keres; if they competed, neither of them finished in the money.

Dr. Max Euwe, former world champion, has again won the championship of Holland by defeating a new star, Van den Hoek, in a match, according to the British magazine CHESS. Euwe scored 6-0 with 4 draws. In a qualifying tourney, Van den Hoek had tied for first place with Cortlever and De Groot. The tourney took place in August, 1942 and the match in September but the news has just filtered through.

Erich Eliskases, Austrian master stranded in South America at the outbreak of war, won another tournament at Rio de Janeiro, held during May and June of this year. With a score of $8\frac{1}{2}$ - $1\frac{1}{2}$, Eliskases outdistanced ten rivals, including O. Trompowsky, who placed second, and Brazilian Champion Dr. Walter Cruz who tied with Dr. O. C. Filho for 3rd and 4th.

Miguel Najdorf, whose record-breaking blindfold exhibition at Rosario, Argentina, was reported last month, made several test displays in advance. In July, at Andres de Giles, he gave a simultaneous blindfold exhibition against 21 opponents, scoring 13 wins and 8 draws. In August, he played 25 at the Circulo de Ajedrez, Buenos Aires. After $8\frac{1}{2}$

hours, he scored 18 wins, 4 losses and 3 draws. In one of these test exhibitions, Najdorf played the following game with the White pieces:

1 Kt-KB3, Kt-KB3; 2 P-Q4, P-Q4; 3 P-K3, P-K3; 4 B-Q3, P-B4; 5 O-O, B-Q3; 6 P-QKt3, O-O; 7 B-Kt2, P-QKt3; 8 QKt-Q2, B-Kt2; 9 Kt-K5, QKt-Q2; 10 P-KB4, R-K1; 11 Q-B3, Kt-B1; 12 P-KKt4, P-KR3; 13 P-Kt5, PxKtP; 14 PxKtP, Kt(3)-R2; 15 BxKtch, KxB; 16 Q-R5ch, K-Kt1; 17 QxPch, K-R1; 18 Q-R5ch, K-Kt1; 19 Kt-B7, Resigns.

Harry Yanofsky, younger brother of Abe Yanofsky, Chess Champion of Canada, won the title of City Champion and the custody of the Pulmer trophy in a recent tourney at Winnipeg, Manitoba. Abe has always claimed that his kid brother is a naturally gifted player and could easily become a master if he would work at it.

Miss P. S. Abell, a nurse at the R.A.F. Station Hospital in Hereford, England, has demonstrated that she possesses amazing chess ability. According to the British magazine CHESS, Miss Abell defeated Lieut. Cartier (Tartakover) when the latter gave a 3-game simultaneous at the hospital. This in itself would not be remarkable, but the score of the game shows an astonishing knowledge of chess tactics and strategy on the part of a 24-year old girl who has been playing chess for only 4 years! If this game is "on the level" Miss Abell could hold her own in any master tournament. The score is as follows:

Lt. Cartier, White; Miss Abell, Black: 1 P-Q4, P-K3; 2 P-QB4, P-KB4; 3 P-K4, PxP; 4 Kt-QB3, B-Kt5; 5 KKt-K2, Kt-KB3; 6 B-Kt5, O-O; 7 P-QR3, BxKt; 8 KtxB, P-Q4; 9 B-K2, P-KR3; 10 B-R4, P-B4; 11 O-O, P-KKt4; 12 B-Kt3, Kt-QB3; 13 BPxP, KPxP; 14 B-K5, B-B4; 15 BxKt, RxB; 16 PxP, P-Q5; 17 B-B4ch, K-Kt2; 18 Kt-Q5, R-KB1; 19 P-QKt4, B-K3; 20 Kt-Kt6, PxKt; 21 BxB, Q-B3; 22 B-Q5, QR-K1; 23 PxP, P-Q6; 24 BxKt, QxB; 25 Q-Q2, Q-B7; 26 QR-Q1, R-B1; 27 KR-K1, QxQ; 28 RxQ, R-B7; 29 RxR, PxR; 30 K-B1, P-K6!; 31 P-B3, P-K7ch!; 32 K-B2, R-Q1; 33 KxP, R-K1ch; 34 K-Q2, RxR; White resigns.



PVT. LAWRENCE LEASER (at right in above photo) recently returned from action in New Guinea, represented the Connecticut Chess League in a 12-board match with a strong aggregation of the Queens Chess Club at the latter's clubrooms, Woodside, N. Y., on October 24th. Queens won by $7\frac{1}{2}$ - $4\frac{1}{2}$.

Around the Clubs

The Chicago City Chess League started a double round robin tourney, Nov. 5, at the Chicago Chess & Checker Club; four other clubs are taking part, including the Austin, the Swedish, the University of Chicago, the Lawson YMCA and the league title-holder Hyde Park CC; Albert Sandrin Illinois State Junior Champion, will head the Hyde Park team Chicago's Swedish Chess Club, whose members include such well known players as Factor, Michelsen, Engholm and Elmlund, has merged with the Viking Athletic Association and will henceforth be known as the Viking A. A. Chess Club Four teams have entered the proposed Industrial Chess League of Cleveland, Ohio; Jack & Heintz, Cleveland Automatic, Reliance Electric and White Motors; S. S. Keeney is chairman of the league. At the Filipino Chess Club of New York, 131 W. 72nd St., E. Comodore won the Class A tourney, R. Cornejo the Class B; this new club welcomes visitors from 9 a.m. to 8 p.m. weekdays, 4 to 8 p.m. on Saturdays, Sundays and holidays. The Schenectady Chess Club now meets in the YMCA Saturday nights; its new officers are D. L. Shaver, President; C. A. Carriere, V-Pres; J. Herschfeldt, Secy-Treasurer; I. M. Abeles, Tournament Director. J. P. Brown won the tournament of the Chessers' Club, Philadelphia, scoring 12 wins, 2 losses in a double round robin; S. S. Walker and W. J. Lentz finished 2nd and 3rd. Leandro Maldonado won the 1943 Championship of the Berkeley Chess Club for the Deaf, Berkeley, Calif; Emil Ladner was runner-up. The Washington Chess Divan staged a simultaneous by Weaver Adams on Oct. 31st; Adams, who was on his way to Denver, Colo., scored 14 straight wins; on Nov. 10th, Reuben Fine gave a clock exhibition against ten first class players. Washington's Federal Chess Club has started its 1943 tournament; 42 contestants are playing in 5 groups with Lars Korsstrom setting the pace in the championship section.

Manitoba's Winnipeg Jewish Chess Club is about to celebrate its 25th anniversary, plans to publish a souvenir book containing the history of chess in Canada. The Beaches Chess Club of Toronto recently featured Chess Editor Malcolm Sim in a talk on Canadian chess history. In the first round of play between the Canadian Provincial Chess Associations, New Brunswick won from Nova Scotia; in the second round, New Brunswick players will meet the winners of the Quebec-Ontario contest, now being played by correspondence.

Chess in the USSR.

Moscow, Nov. 11th, via Press Wireless, by Nikolai Grekov: A number of interesting city chess championship tournaments have been conducted recently in the Soviet Union. A. Sokolsky of Leningrad won a tournament at Omsk in Siberia with I. Kahn of

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Typical of the keen chess interest in the USSR is this group of Soviet aviators at the front playing their favorite game between flights. —Sovfoto

Moscow finishing in second position. Another Leningrad player, named Kopylov, triumphed in a city title tourney at Tashkent in Central Asia. In this event, 2nd and 3rd places were divided by local players Kopayev and 17-year old Mark Taimanov. The latter attracted considerable attention in the tournament of last year when he shared first and second prizes with Grandmaster Salo Flohr.

Ten men partook in the Leningrad City Tournament which ended in a triumph for Dr. Sklyarov. This competition was directed by Mikhail Vokovisy, Baltic Naval officer.

Isaac Boleslavsky, Champion of the Ukraine, ran up 11 points out of a possible 15 to win a recent tournament at Kouibyshev. Second place went to Alexander Konstantinopolsky, another prominent Ukrainian player, while Grandmaster Gregory Loewenfish of Leningrad finished third.

Talented youngster Saigin, who hails from Kazan and has held the championship of the Tartar Republic for the past three years, has made rapid progress. He recently played an invitation match with V. Panov, well-known Moscow player. Saigin won three games and drew four. The Muscovite then equalled this result and the match was declared a draw after 14 games.

V. Mikenas, A. Tolush and V. Vistanegis, prominent Lithuanian masters, staged a tournament recently in one of the rest homes for convalescing Red Army men. The contest was won by Tolush, one-time Leningrad City Chess Champion, who has been in the front lines since the outbreak of war and took active part in the battles below Leningrad.

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4. PAUL CHARLES MORPHY

Morphy is unique. In little more than a year he became world champion by beating almost all his serious competitors—a feat which has never been equalled. More important, in a sense, is the fact that millions since have looked upon him as the greatest and most brilliant master of all time, the champion of champions.

Paul Charles Morphy was born in New Orleans June 22, 1837, of a Spanish-Irish father and a French Creole mother. Both his father and his uncle were enthusiastic chess players and at ten Paul was taught the moves. In two brief years he had improved so incredibly that he not only beat everybody in sight, but also defeated the well-known expert Loewenthal during a visit to New Orleans. Morphy is one of the three chess boy wonders who have become eminent in later life—the other two are Capablanca and Reshevsky.

School absorbed his attention until 1857, when he received a degree in law. Too young to practice in his native city, he devoted his time to travel and chess.

First stop was the American championship at New York, in 1857. There were sixteen competitors, mostly mediocrities, but one, Louis Paulsen, was among the strongest alive. Morphy won decisively.

Then in June, 1858, he went to England, where he announced his willingness to play a match with any first-class master. Money was no object, for his family was wealthy. Staunton was then English

champion and one of the leading authorities on chess. Morphy's eagerness to meet Staunton, however, was matched only by the Englishman's desire to avoid a serious encounter, and a match could never be arranged. Morphy had to content himself with beating everybody else in sight, including his old antagonist Loewenthal. His superiority was so crushing that he gave Rev. Owen odds of Pawn and move and did not lose a single game.

From England Morphy went to Paris where he first swept Harrwitz out of the way and then in December, 1858, turned his attention to Anderssen, winner of the first modern tournament, at London in 1851, and generally regarded as the foremost master of the day. Again Morphy scored a crushing victory.

At 21 Morphy was undisputed champion of the world. Back in New York, he was wined and dined. To his fellow Americans he was the hero of the hour.

Here, inexplicably, the epic march to glory ends, and the tragedy begins. After the Anderssen victory, except for a minor match with Mongredien, Morphy withdrew completely from serious chess. Steinitz, Kolisch, Zuckertort, Blackburne appeared while he was still young and healthy, but Morphy merely deepened his pathological aversion to the game which had made him immortal.

Unable to make a success of his law career, partly because of the disturbed condition of the South after the Civil War, partly because people

thought of him primarily as the chess champion, he slowly lost his mind. Most of the remaining years of his life were spent quietly with his family in New Orleans, where he died in 1884.

That chess had something to do with his mild derangement seems probable, but the exact connection is harder to ascertain.

The most likely explanation of the role that chess played in his mental life is this: Morphy was troubled by a peculiar dilemma, which has bothered many other great masters. Eminence in chess was a useless achievement to most of the people around him. Worse, he was afraid that people thought of him as a kind of freak, or at best as a kind of unusual gambler who had learned all the tricks. That is why Morphy always insisted so strongly on his amateur status. Once when an admirer paid him a compliment by calling him the professional chess champion of the world, Morphy objected most earnestly on the grounds that his father had left him \$136,472.23 and that he had never accepted a penny for any chess activities. (There is a rumor current that a girl refused him because she did not want to marry a mere chess player.) Then, Morphy's great goal in life, we have repeatedly been told, was to be a prominent lawyer and he found that prospective clients gaped at the chess genius, but could not take the lawyer seriously.

He must have reflected on how different the situation would have been if he had achieved equal prominence in some other field. Thus the twin delusions that chess was worthless, and that he could not do anything else, continually increased his isolation, and finally led to loss of balance.

While Morphy was still alive, a curious development occurred. It was obvious to all that he was the most successful master yet seen. But, not content with such faint praise, his glorifiers went on to urge that he was the most brilliant genius who had ever appeared. It was claimed that he had the most marvellous intuition any mortal was ever granted, that he won his games by combinations of incredible beauty, that he could have beaten any of his successors with ridiculous ease. In short, Morphy became to millions the most gifted, the most dazzling, in every respect the greatest chess master of all time.

But if we examine Morphy's record and games critically, we cannot justify such extravaganza. And we are compelled to speak of it as the Morphy myth.

Morphy's games fall into two categories. Of the



PAUL MORPHY—WORLD CHAMPION AT 21.

"... he was twenty years ahead of his time."

403 contained in Maroczy's book, only 55 are tournament or match games; the remainder are offhand simultaneous or odds games. Few of the 55 serious games—the only kind modern masters include in such collections—can by any stretch be called brilliant. He beat his major rivals because he had a clearer grasp of the essentials of position play. In fact, Morphy is the first who really appreciated the logical basis of chess. He could combine as well as anybody, but he also knew under what circumstances combinations were possible—and in that respect he was twenty years ahead of his time.

Anderssen could attack brilliantly, but had an inadequate understanding of its positional basis. Morphy knew not only how to attack, but also when—and that is why he won. The tragedy is that when others, like Steinitz, who knew when, came along, Morphy refused to meet them.

Even if the myth has been destroyed, Morphy remains one of the giants of chess history. His meteoric career together with the freshness and originality of his games will always continue to inspire all who love chess.

Paulsen vs. Morphy

It is, frankly, hard to find good Morphy games, comparable to those of, say, Alekhine, or Lasker. The difficulty, as we have indicated, is that his opponents made such bad blunders. The following game, one of his most famous, is typical.

New York, 1857

FOUR KNIGHTS' GAME

| Louis Paulsen | Paul Morphy |
|---------------|-------------|
| White | Black |
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 Kt-B3 | Kt-B3 |
| 4 B-Kt5 | |

An unusual opening at that time.

4 B-B4

Nowadays we know that 4 ... B-Kt5 or 4 ... Kt-Q5 is better. We must remember that Morphy's main objective was always to secure a free and easy development.

5 O-O

5 KtxP is not so good here: 5 ... KtxKt; 6 P-Q4, B-Q3 is satisfactory for Black.

5 O-O

6 KtxP!

Best.

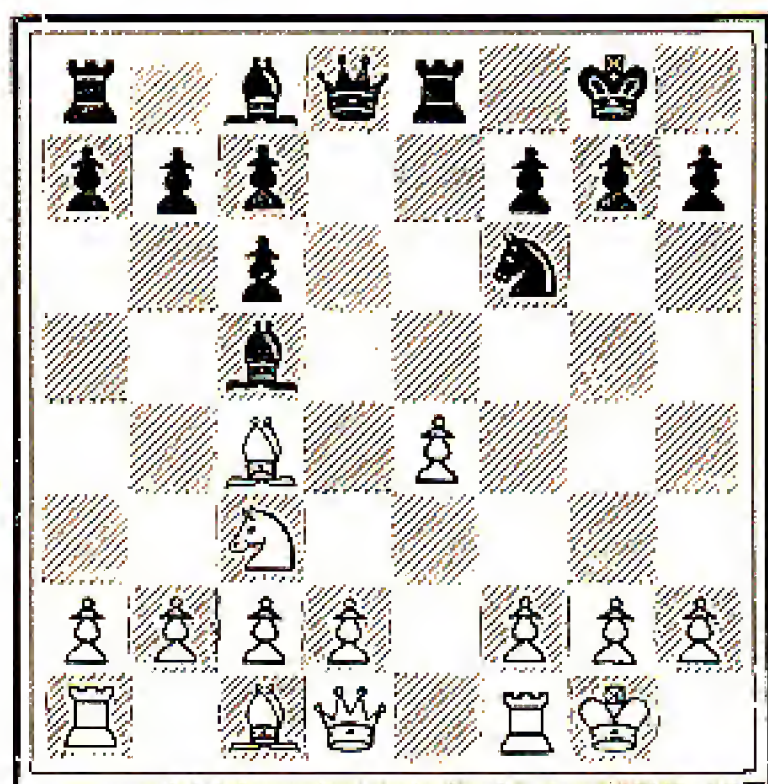
6 R-K1

7 KtxKt

Obvious—and bad. 7 Kt-B3!, KtxP; 8 P-Q4, KtxKt; 9 PxKt gives White an advantage.

7 QPxKt

8 B-B4



Here an obvious continuation is 8 ... Kt-Kt5. The move is a natural for an Anderssen, or any other master whose main concern is the attack. But Morphy rarely begins an offensive until he has completed his development, a sufficient indication of the fact that he was a generation ahead of his contemporaries.

But the present situation is peculiar because it is an exception to the general rule—8 ... Kt-Kt5! leads to a forced win. On 9 P-KR3, KtxP; 10 RxKt, BxRch; 11 KxB, Q-Q5ch decides. Best on 8 ... Kt-Kt5 is 9 P-Q4, when 9 ... BxP; 10 P-KR3, Kt-B3!; 11 B-

KKt5, Q-Q3! is the simplest way to preserve Black's superiority.

How does it happen that Morphy overlooks a forced win at such an early stage? The principle of development was such an enormous advance on the prevailing theory or, more correctly, lack of theory, that its mechanical application was enough to give him a significant advantage.

8

P-QKt4

While Morphy always made sure that his pieces were developed properly, he often showed little concern for his Pawn position. The reason, of course is that nobody in his day knew how to exploit a weak Pawn structure.

It goes without saying that 8 ... KtxP?? is a blunder: 9 KtxKt, RxKt; 10 BxPch! wins for White.

9 B-K2

KtxP

10 KtxKt

Now 10 B-B3? when KtxP!; 11 RxKt, Q-Q5 is conclusive, for if 12 Q-B1, QxRch; 13 QxQ, R-K8ch etc.

10

RxKt

11 B-B3

The prelude to a positional blunder which a Rook odds player would not be guilty of nowadays. After the obvious 11 P-B3 followed by P-Q4 White's game is preferable.

11

R-K3

12 P-B3?

Ignoring the hole completely. 12 P-Q3 was still good enough for equality.

12

Q-Q6

Morphy wastes no time — he knows that P-Q4 must be stopped.

13 P-QKt4

White is in a bad way. If 13 R-K1, RxRch; 14 QxR, B-Q2 followed by ... R-K1 maintains the pressure.

13

B-Kt3

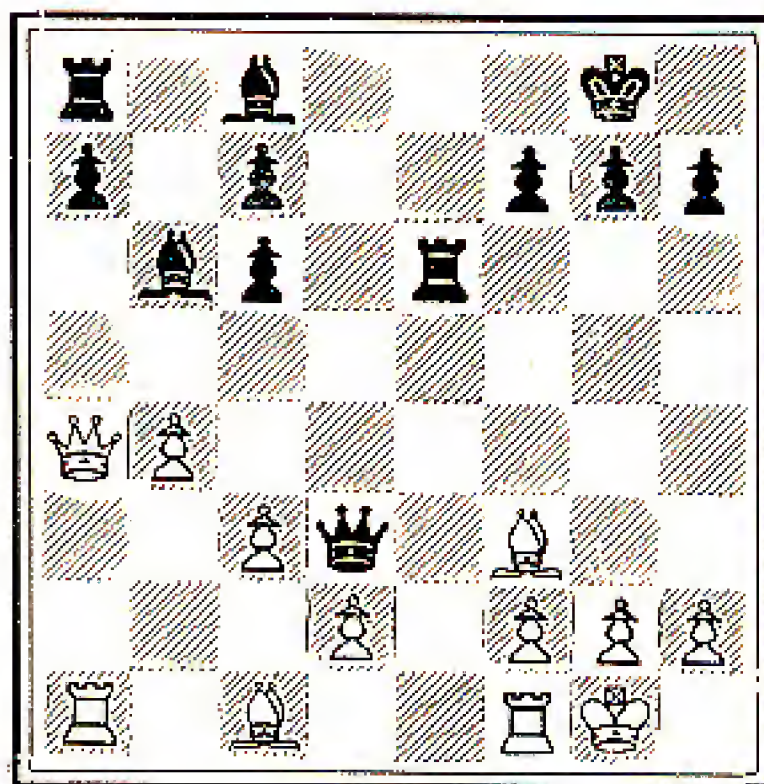
14 P-QR4

The only way he can get any freedom.

14

PxP

15 QxP



15

B-Q2

Gives Paulsen a chance to get rid of the bind; perhaps Morphy

had the pretty combination which follows in mind.

Objectively, however, 15 ... B-Kt2 was the proper move, since there is no adequate defense for White. E.g., 16 R-R2, QR-K1; 17 Q-Q1, B-R3; or 16 B-Kt2, QR-K1; 17 QR-B1, QxQP, etc. with an easy win in both cases.

16 R-R2?

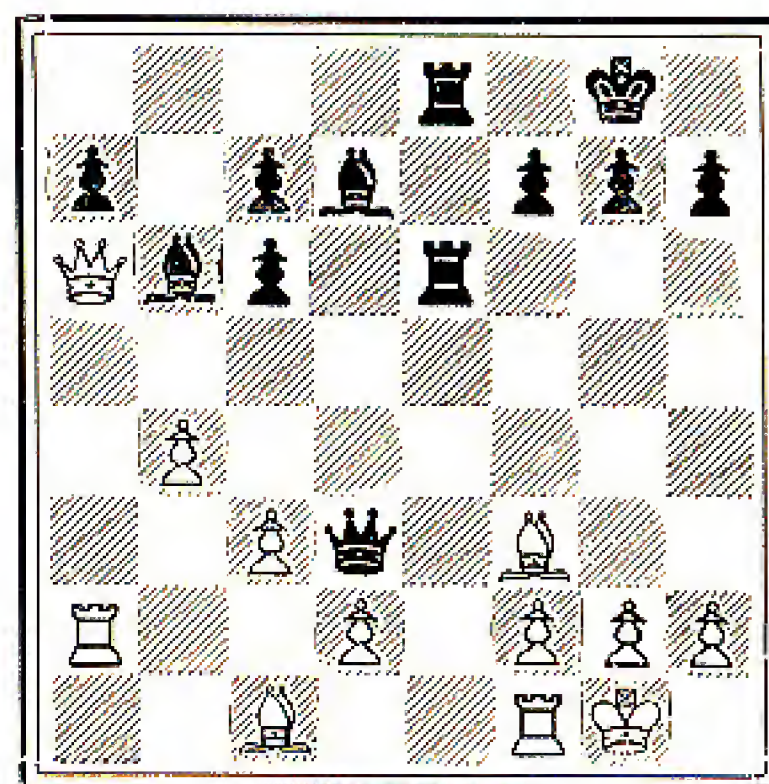
Loses neatly. After 16 Q-R6 White would have been able to play P-Q4, solving most of his problems.

16

QR-K1

Threatening ... QxRch!

17 Q-R6



Now he finally tries to liberate himself, but it is too late.

17

QxB!!

An elegant conclusion.

18 PxQ

R-Kt3ch

19 K-R1

B-R6

20 R-Q1

On 20 R-Kt1, RxRch and mate in two follows. 20 Q-Q3, P-KB4!; 21 Q-B4ch, K-B1! would not have saved him either.

20

B-Kt7ch

21 K-Kt1

BxP dis ch

22 K-B1

B-Kt7ch

Almost anything wins here, but the quickest was mate in four beginning with 22 ... R-Kt7; 23 Q-Q3 (or 23 QxB, RxRP and mate next), RxBPch; 24 K-Kt1, R-Kt7ch and 25 ... R-Kt8 mate.

23 K-Kt1

B-R6 dis ch

Morphy chooses to win by material superiority. Instead, 23 ... B-K5 dis ch again leads to mate in a few: 24 K-B1, B-KB4!; 25 Q-K2, B-R6ch; 26 K-K1, R-Kt8 mate.

24 K-R1

BxP

25 Q-B1

BxQ

26 RxB

R-K7

This time he does choose the quickest.

27 R-R1

R-R3

28 P-Q4

At last! The Bishop is freed in time to resign gracefully.

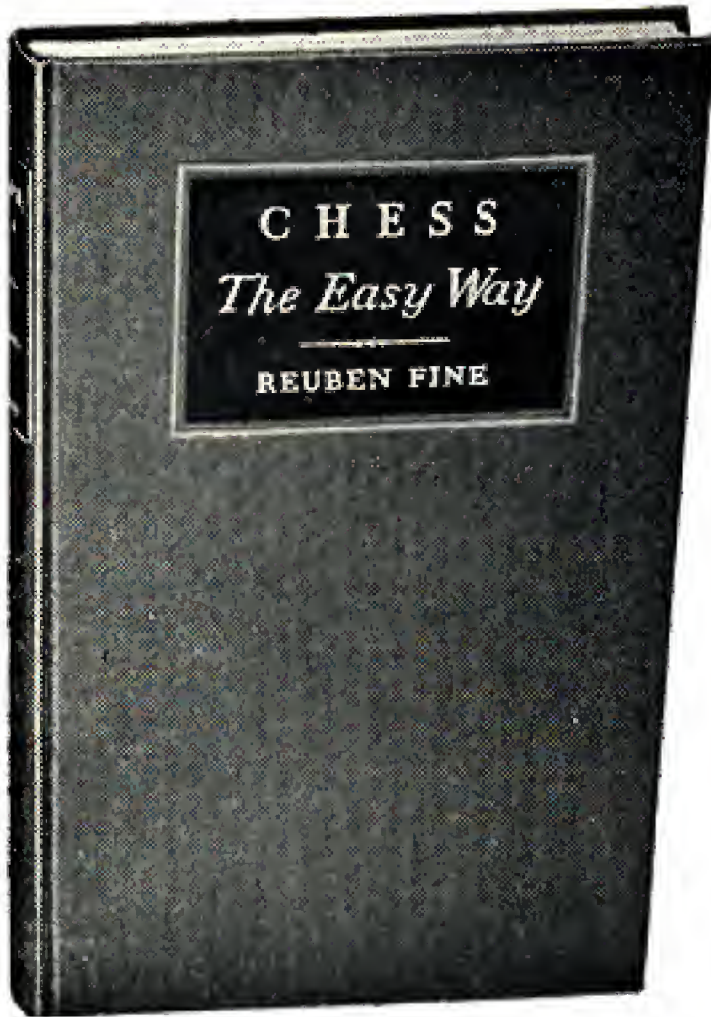
28

B-K6!

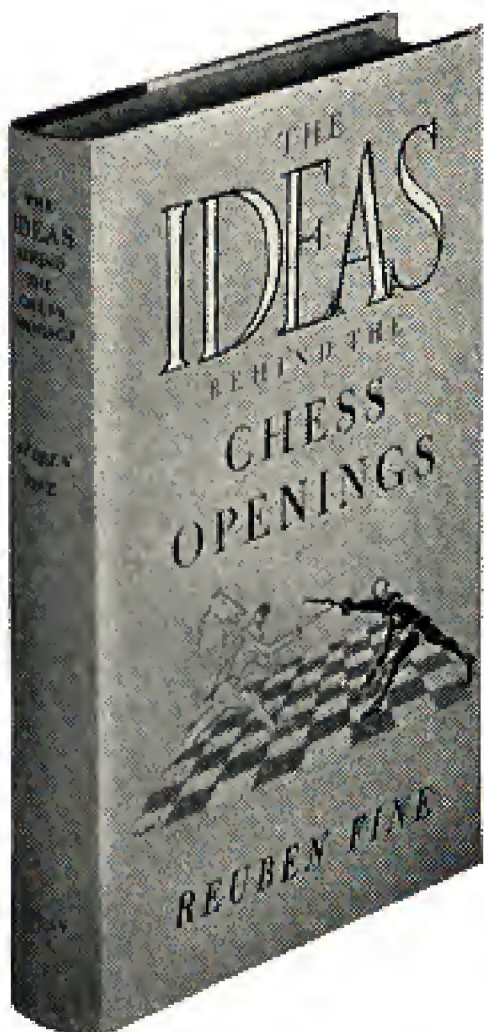
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Is the Nimzovich Defense, 1 P-K4, Kt-QB3; now considered playable? If so, what is the best line for Black after White plays 2 P-Q4?—Wm. T. Cobb, Pleasantville, N. Y.

The defense seems quite playable, but leads to a cramped position. White also retains the initiative, in spite of the attack against his center pawns. In looking through the chess literature for some examples of this opening, I find that the correct name should be "Fischers Opening." This name is given in the Schach-Handbuch by J. Dufresne and J. H. Zukertort, 1873. The example given is an old game between Zukertort vs. Paulsen which went 1 P-K4, Kt-QB3; 2 Kt-KB3, P-Q4; 3 PxP, QxP; 4 Kt-B3, Q-QR5 which leads into a variation of the Center Counter Game. Nimzovich, however imparted a different character to the opening and found it a suitable vehicle for his ideas.

After the moves 1 P-K4, Kt-QB3; 2 P-Q4, P-Q4; 3 P-K5, P-B3, White has a choice of maintaining an open position with 4 Kt-KB3 or getting into a close position with 4 P-KB4. M.C.O., page 85, covers the various lines which may come up. See also, "Ideas Behind the Chess Openings."

My opponent advanced his Pawn from the seventh to the eighth rank, announcing Queen, whereupon he discovered stalemate would occur. Instead he promoted to Rook. Is this legal? Sgt. J. Hurwitz, New Hampshire

When a Pawn advances to the eighth rank, the announcement that it is to be promoted to a Queen, Rook, Bishop or Knight is the equivalent of placing the announced piece on the board and the intention may not be changed.

I would like to know if the offer of a draw may be withdrawn.

If not, does such a statement as "This seems to be a drawn game" constitute the offer of a draw?—Edwin M. Shultes, 3rd.

In most important tournaments today, the offer of a draw is made through the referee in order to protect the adversary from annoyance. The offer may be withdrawn, but only prior to its acceptance. Furthermore, any move made by the opponent subsequent to the offer is a *de facto* declination.

Phraseology, such as above, or as "Would you be satisfied with a draw?" or "Are you playing for a win?" constitutes an offer of a draw by custom. Any question, so worded as to discover whether the opponent is playing for a win or draw, may be construed as the offer of a draw.

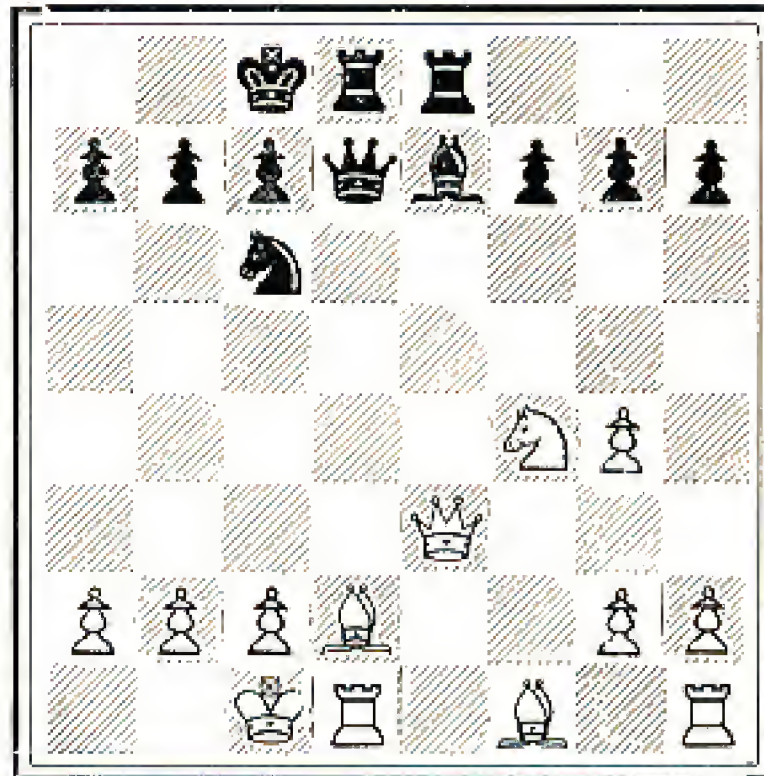
In "Ideas Behind the Openings," Fine gives the following variation for the Center Game: 1 P-K4, P-K4; 2 P-Q4, PxP; 3 QxP, Kt-QB3; 4 Q-K3, Kt-B3; 5 Kt-QB3, B-K2; 6 B-Q2, P-Q4; 7 PxP, KtxP; 8 KtxKt, QxKt; 9 Kt-K2, B-Kt5; 10 Kt-B4, Q-Q2; 11 P-KB3, O-O-O; 12 O-O-O.

In playing this over, I couldn't see why White couldn't continue 12 PxP. Ideas says nothing, so I went to M.C.O. where a note continues: 12 PxP? KR-K1; 13 Q-Q3, QxP, etc.

But why not 13 O-O-O? There must be something wrong. Fine wouldn't miss a good continuation in both books. Until someone shows me differently, I wish all my opponents would make good moves (?) like 11 . . . O-O-O! and I will make bad ones (?) like 12 PxP?—S. C. Marshall, S/Sgt. California

(See diagram next column)

Evidently our soldier friend is from Missouri. I can hardly blame him as I can find no satisfactory continuation for Black. Some of the variations follow:



Position after 13 O-O-O

(a) 13 . . . B-B4; 14 Q-Q3 (not 14 QxB??, QxBch and mates in two!), QxP; 15 B-K2 wins.

(b) 13 . . . B-Kt5; 14 Q-Q3, QxP; 15 B-K2, BxBch; 16 QxB wins.

There are no doubt many mistakes like this in chess literature. I would suggest that the serious player examine all openings with the same searching curiosity that our soldier friend shows. In fact my own articles on the "Two Knights" started when I found that the Fegatello, which had been accepted as a win for White for nearly three centuries, was based on faulty analysis.

Solutions to Xmas Curios

(See opposite page)

No. 1. Black has 9 Pawns. Remove any black Pawn and White can mate in one move. Thus, if QRP is removed, Q-Kt6 mate; if QKtP, Kt-B6 mate; if QBP, Q-Kt4 mate; if QP, Q-K4 mate; if KP, BxP mate; if KBP at KB2, Kt-K6 mate; if KBP at KB7, BxP mate; if KKtP, R-Kt4 mate; if KRP, R-R4 mate.

No. 2. 1 R-B4ch, PxR; 2 P-B3ch, PxP; 3 PxRch, PxP; 4 B-B5ch, Px B; 5 R-Q4ch, PxR; 6 Kt-B6ch, Px Kt; 7 P-R8(Q)ch, B-B3; 8 Q(R8)x Beh, PxQ; 9 B-Q5ch, Px B; 10 Q-K5ch, PxQ; 11 Kt-Kt5 mate.

No. 3. 1 P-B8(Kt), K-Kt4; 2 Kt-R7ch, K-B4; 3 Kt-Kt7ch, K-Q5; 4 Kt-B6ch, K-K5; 5 Kt-Q6ch, K-B6; 6 Kt-K5ch, K-Kt6; 7 Kt-B5ch, K-R7; 8 Kt-B3ch, K-R8; 9 Kt-Kt3 mate.

No. 4. Q-Kt3 mate.

No. 5. 1 B-B6, Px B; 2 K-B8, P-B4; 3 Kt-B7 mate. Or, if the black Pawns are going up the board, then 1 K-B3, P-Kt8(Q); 2 Kt-B7ch, QxKtch; 3 KxQ mate.

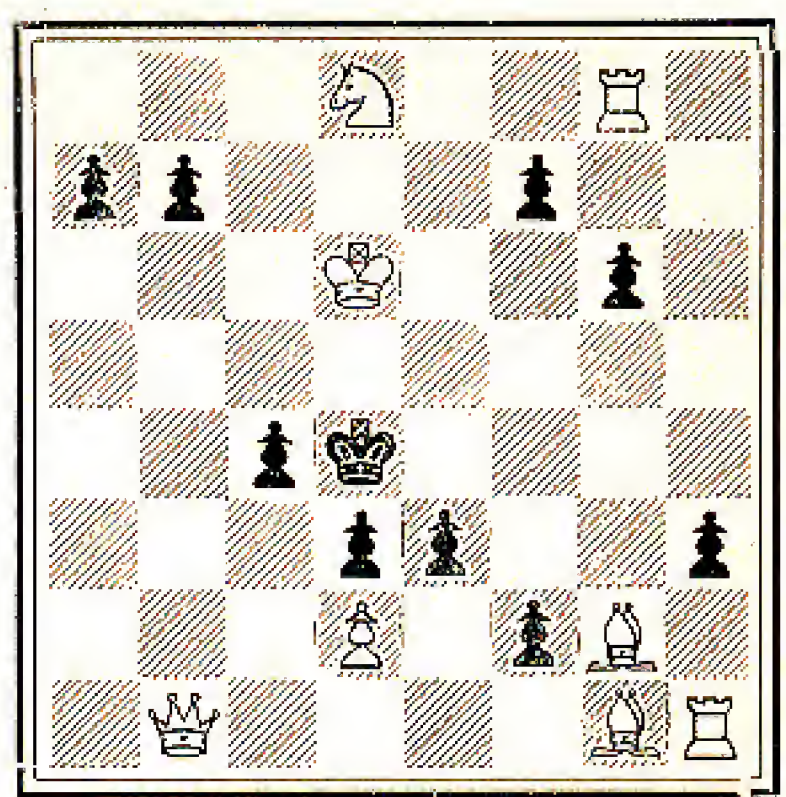
No. 6. 1 R-B6, K-B3, 2 Kt-K5 double mate. Or 1 R-B6, K-Kt2; 2 Kt-K8 double mate.

No. 7. White has made half of his Castling move by placing his King at Kt1. Complete the other half of Castling by placing the King-Rook on B1, and Black is mated.

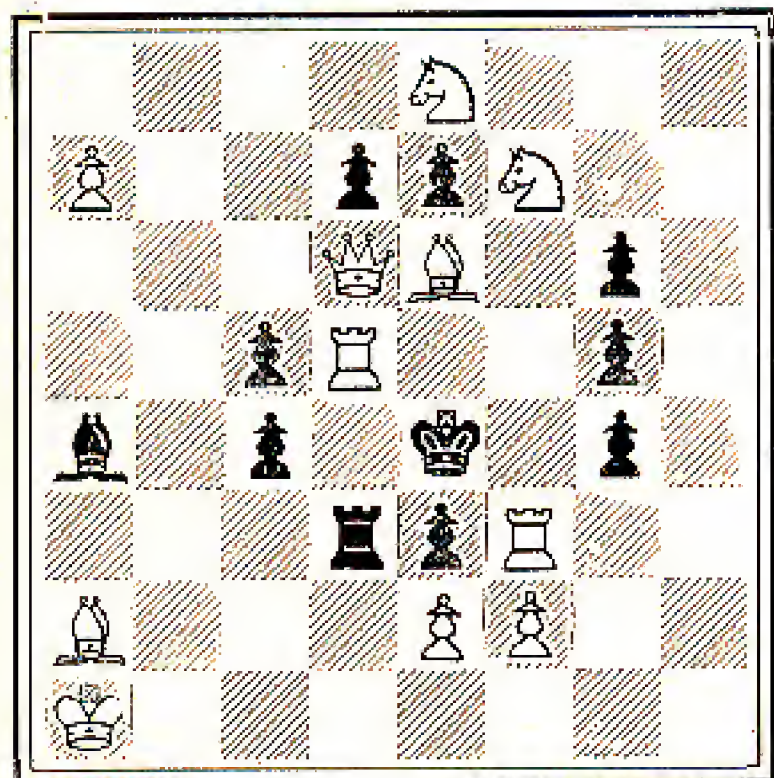
Christmas Curios

By IRVING CHERNEV

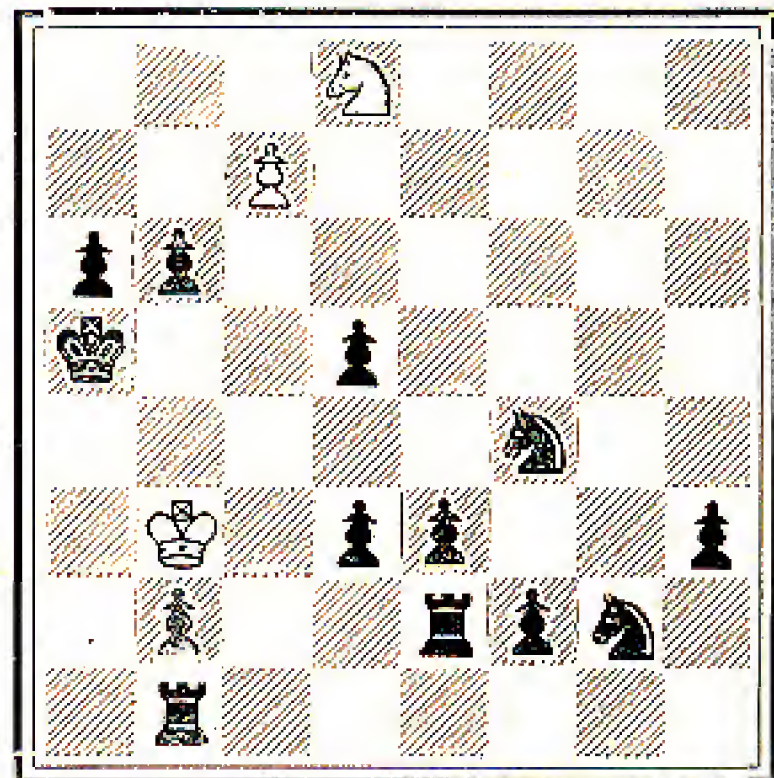
Our Christmas fare is a combination of fun and fantasy, as befits the occasion. These amusing problems are presented as a tribute to the well-known poet "Anonymous" who wrote: "A little nonsense now and then is relished by the best of men." The solutions appear on the opposite page.



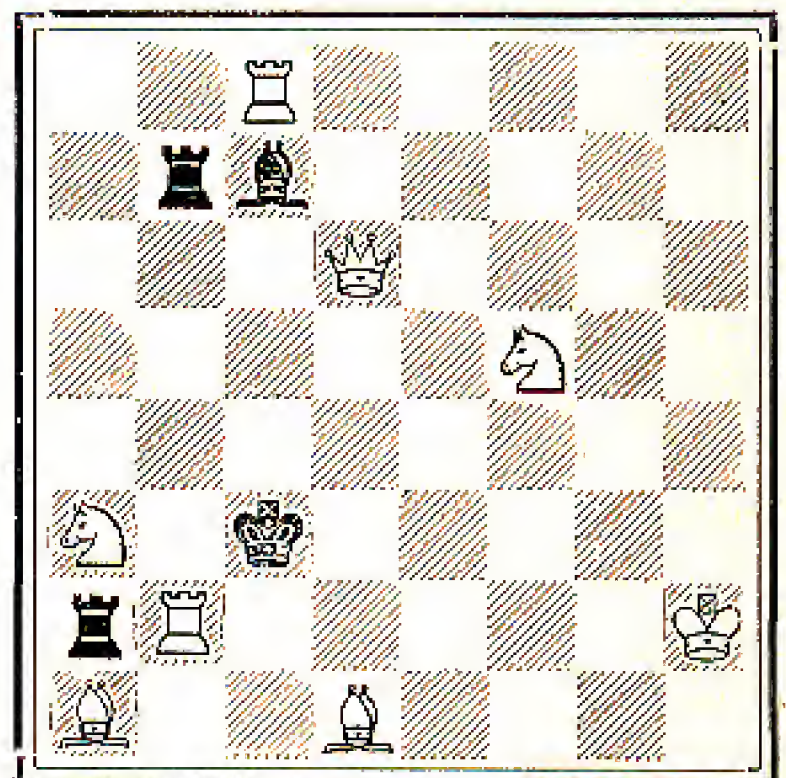
1. By Fisher. What is wrong with this diagram? Find the mistake and you will also find that White can mate in one move, no matter how you correct the error!



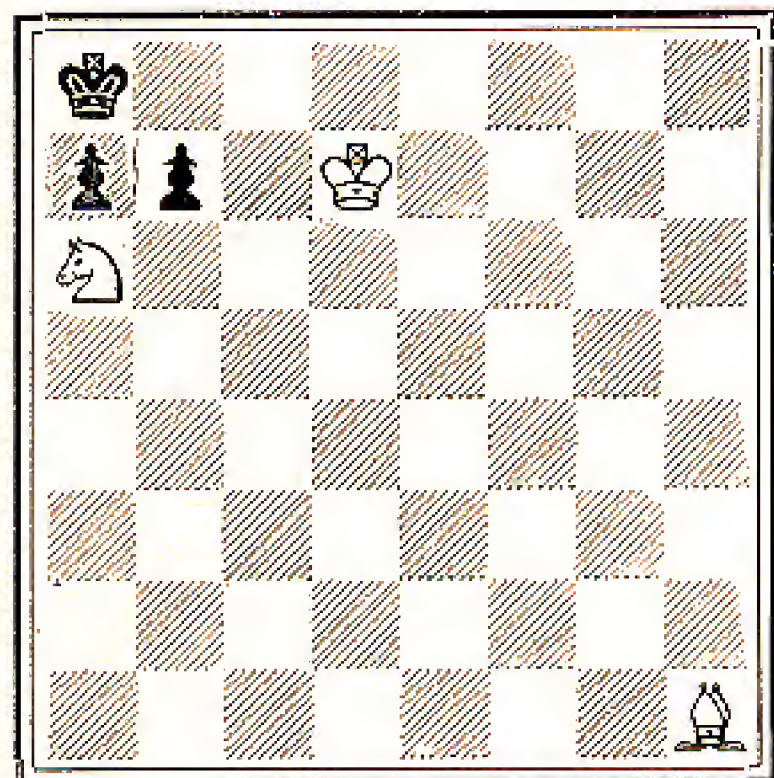
2. By Kiezeritzky. White to play and "smother" Black in 11 moves. Don't work too hard at this, but play over the solution.



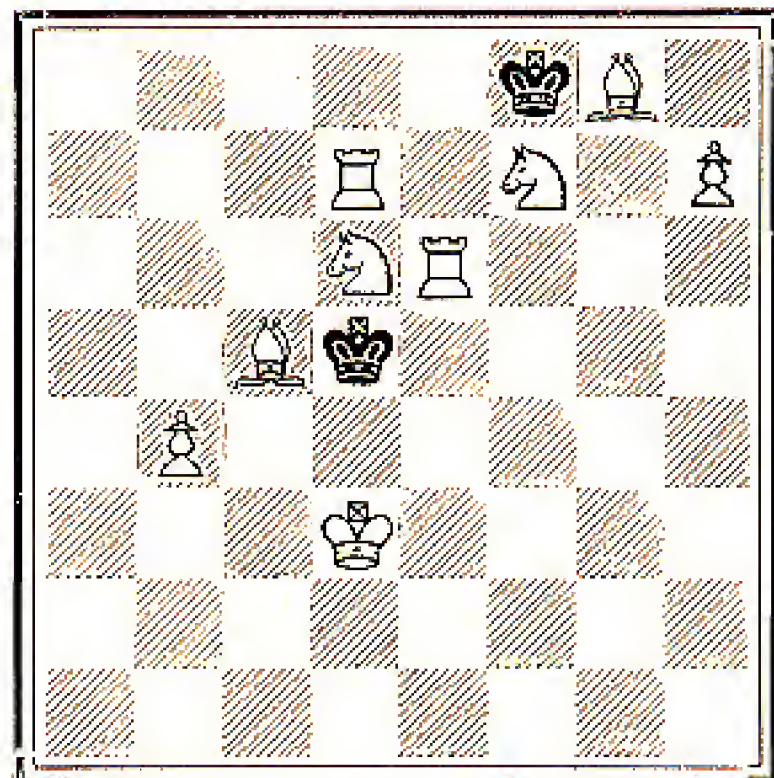
3. By Borders. White to play and mate in 9 moves. The solution features sprightly stepping by the "galloping Knights."



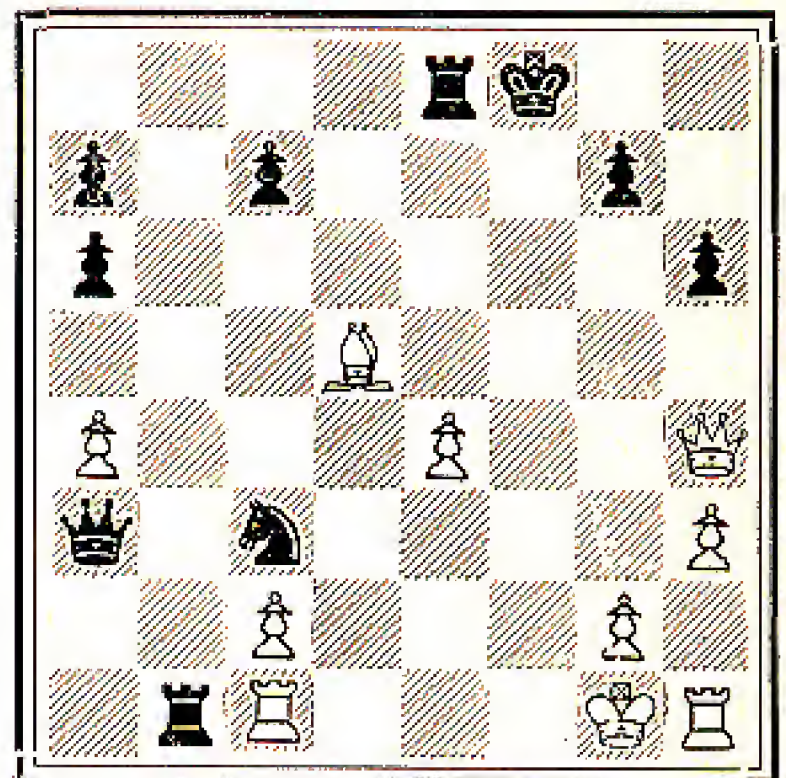
4. By Andrade. White to play and mate in one move. See how fast you can find the correct move.



5. Author unknown. White to play and mate in 3 moves. This is the problem to show your friends.



6. By Rice. White to play and mate both black Kings in 2 moves. And some people complain when they have only one King to mate.



7. By Loyd. White to play and mate in half a move! Those are the terms, so be sure you don't make a whole move!

CHess MOVIES

Arranged by Kenneth Harkness

Subtitles by I. A. Horowitz

You need no chessboard or pocket set to enjoy this "movie" of a brilliant master chess game. With the aid of the diagrams, picturing the positions after every two or three moves, you can play the game mentally from beginning to end. The comments under each diagram explain the moves made in the position pictured. Follow the diagrams from left to right (on each page), beginning with Diagram No. 1. This method of presentation affords excellent practice in visualizing two or three moves ahead.

The Rapier Thrust

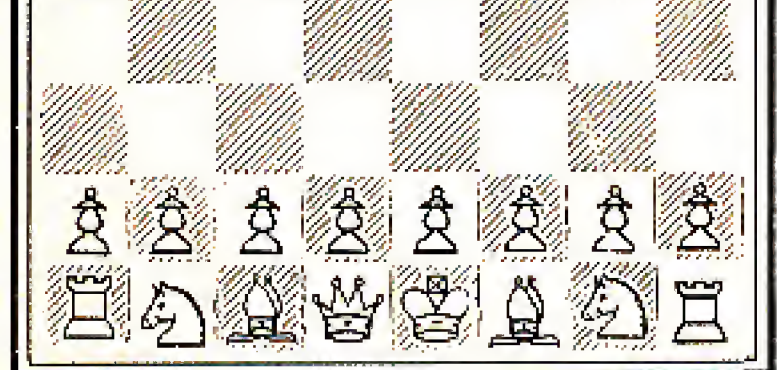
THE PLAYERS

WHITE: Richard Reti

BLACK: E. D. Bogolyuboff

Place: International Tournament, New York

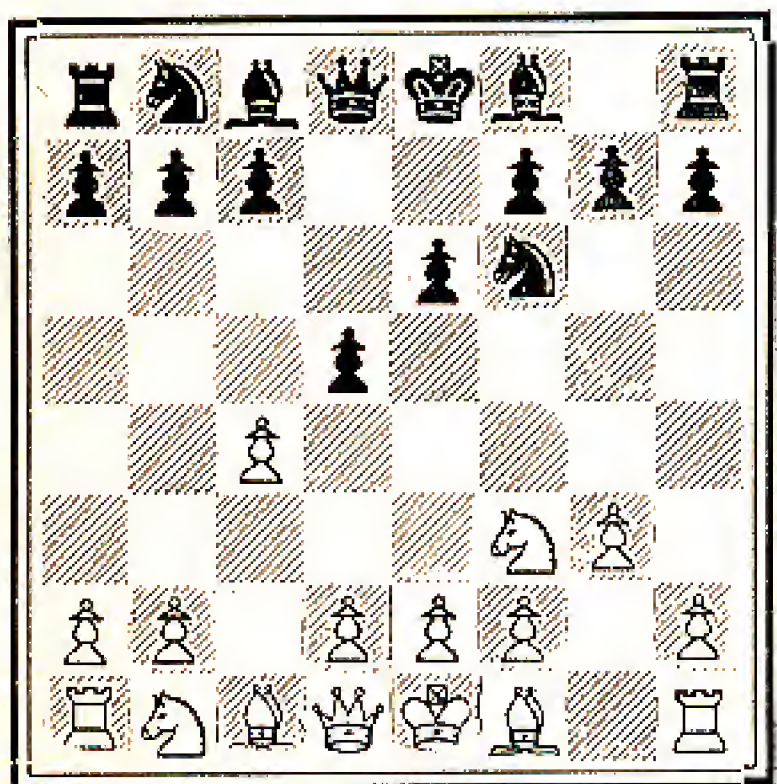
Time: 1924



1 At the opening gong Reti initiates the system named after him and to which he devoted the better part of his life.

1 Kt-KB3 Kt-KB3
2 P-B4 P-K3
3 P-KKt3 P-Q4

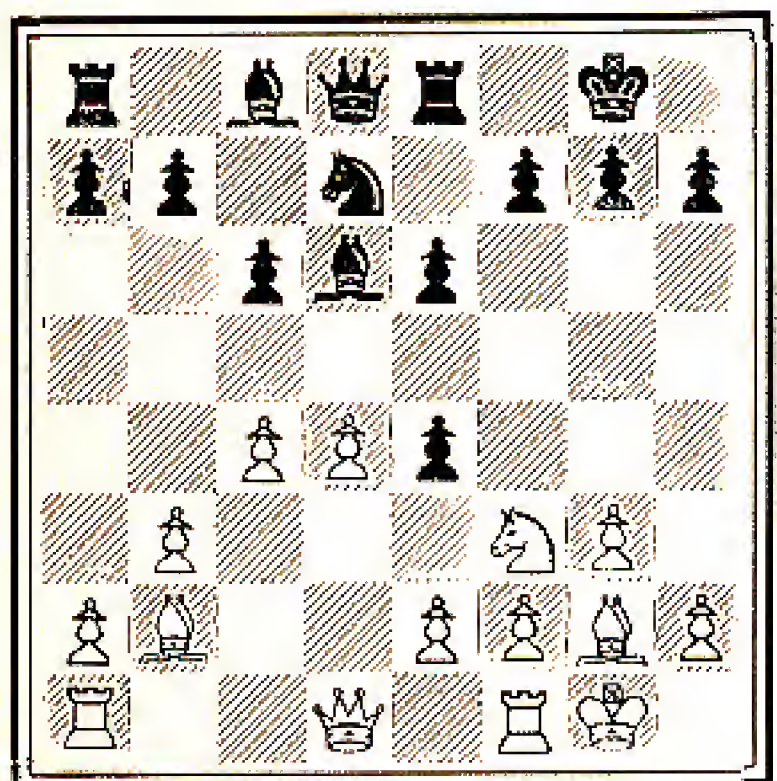
White intends to fianchetto his Bishops.



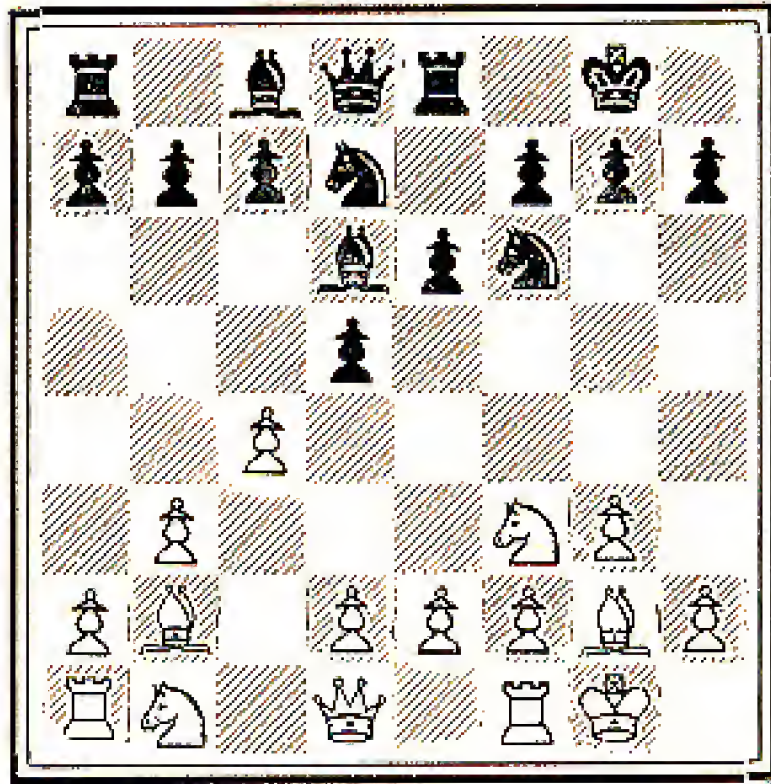
2 The idea is to bear down on the opposing center from the wings:

4 B-Kt2 B-Q3
5 O-O O-O
6 P-Kt3 R-K1
7 B-Kt2 QKt-Q2

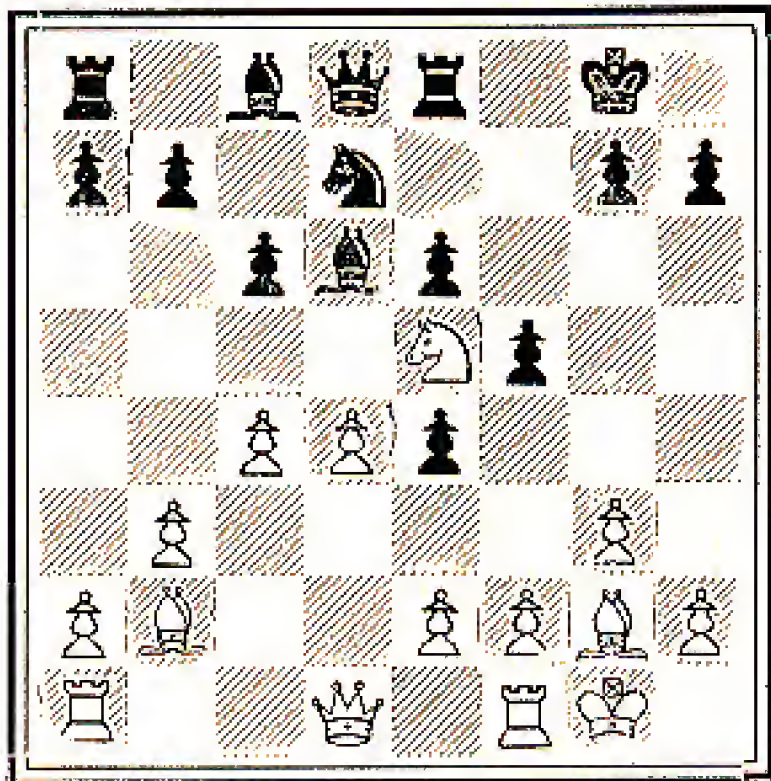
—reaching the position of diagram 3.



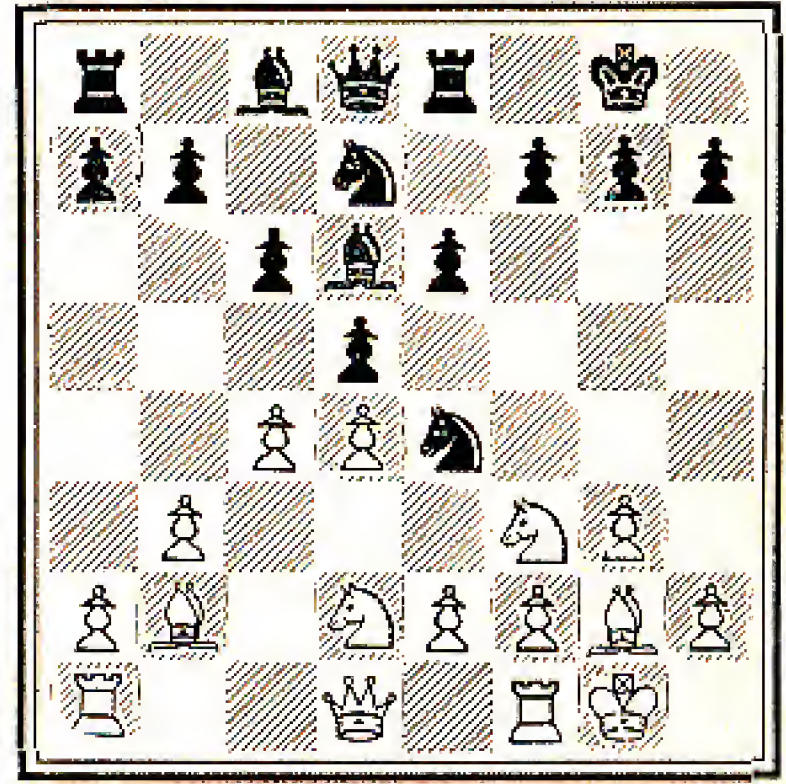
5 Now White boldly penetrates with Kt-K5. Black dare not capture for this would make it difficult to defend his Pawn at K5. To support this Pawn he plays P-KB4. Nearly all of White's pieces are in action. How shall he capitalize on this?



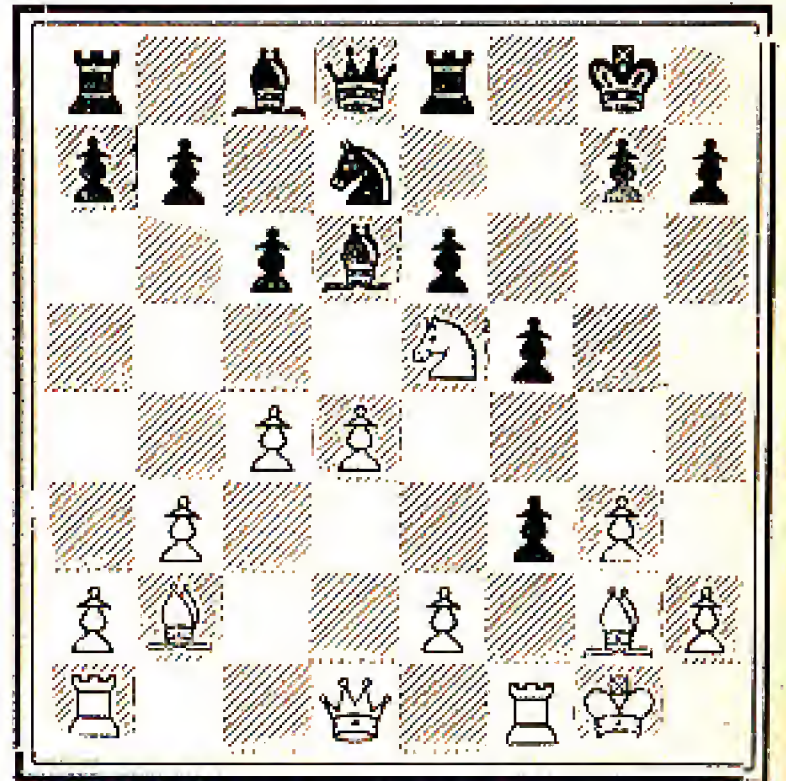
3 Black has fortified his K4 square and prepares to occupy it but White prevents this by advancing P-Q4. Black then consolidates his center with P-B3. White continues his development by playing QKt-Q2, and Black plays Kt-K5.



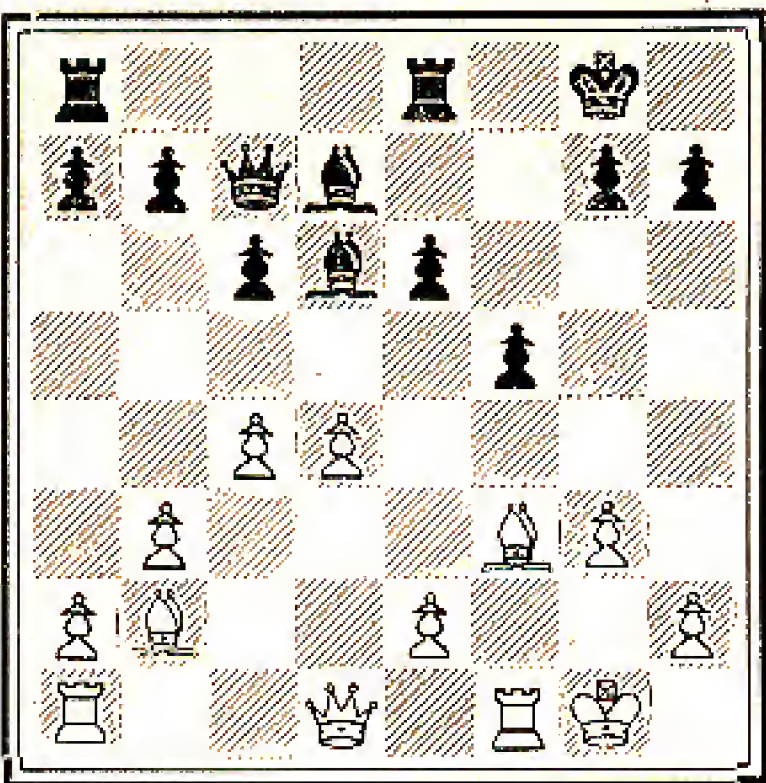
6 The first step is to annihilate the remnants of the advanced post. White accomplishes this with the direct thrust P-B3. Black's choice is limited. He exchanges PxP and poses White with the problem of recapturing.



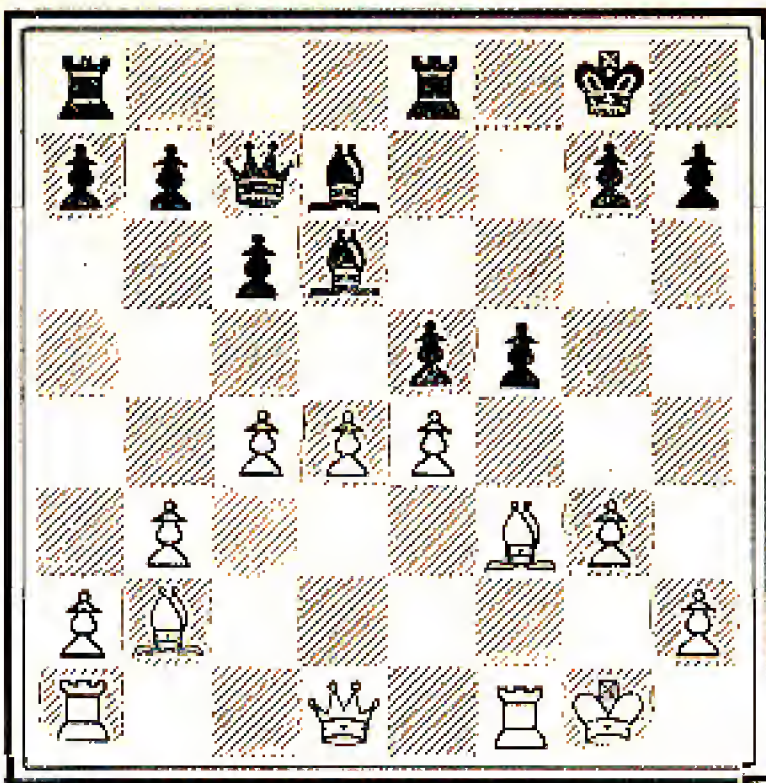
4 Black's last move was an attempt to establish a bridge-head in enemy territory. It fails for lack of consideration of the problem of logistics. White mows down the advance with KtxKt, and Black recaptures PxKt.



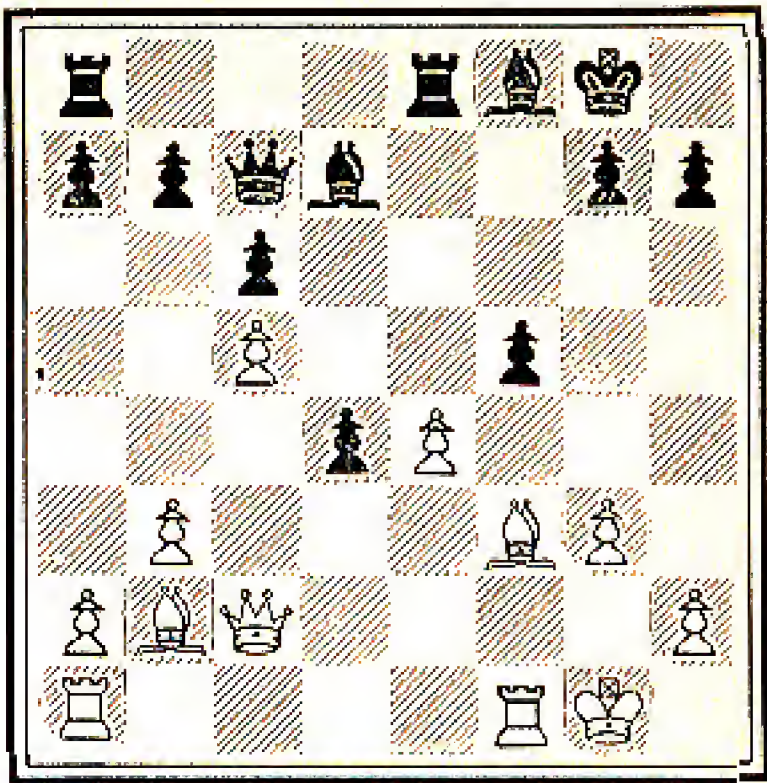
7 White plays BxP, holding the KP in abeyance for a frontal assault against Black's half-center. Black then plays Q-B2, with a triple attack on the Knight. Whereupon White exchanges (KtxKt, BxKt) leaving Black's KP backward.



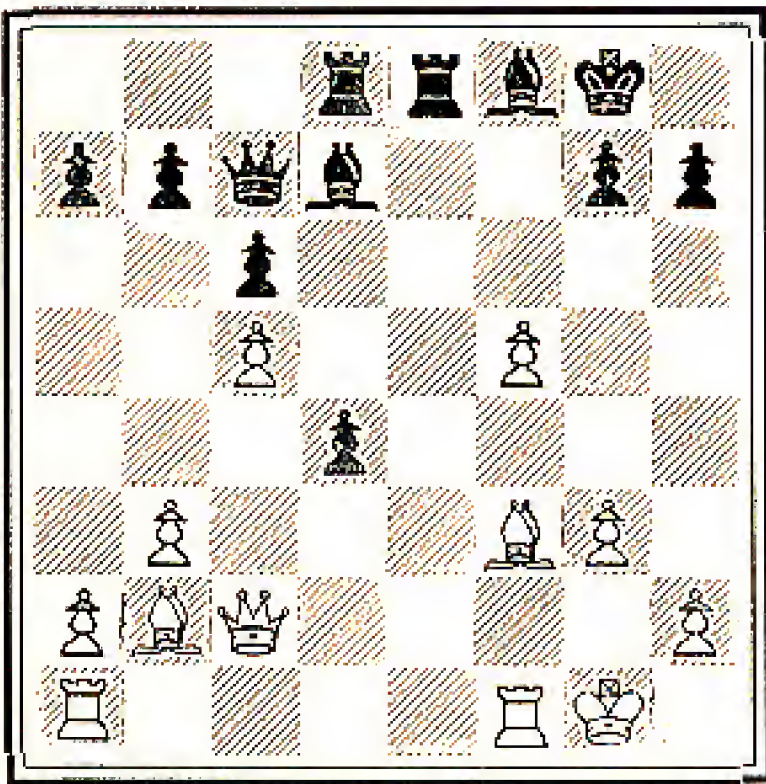
8 White now crashes the center with P-K4 and threatens to rout the enemy with a further advance of the Pawn. Black holds the line by replying P-K4. The opposing armies are now locked in combat in the center.



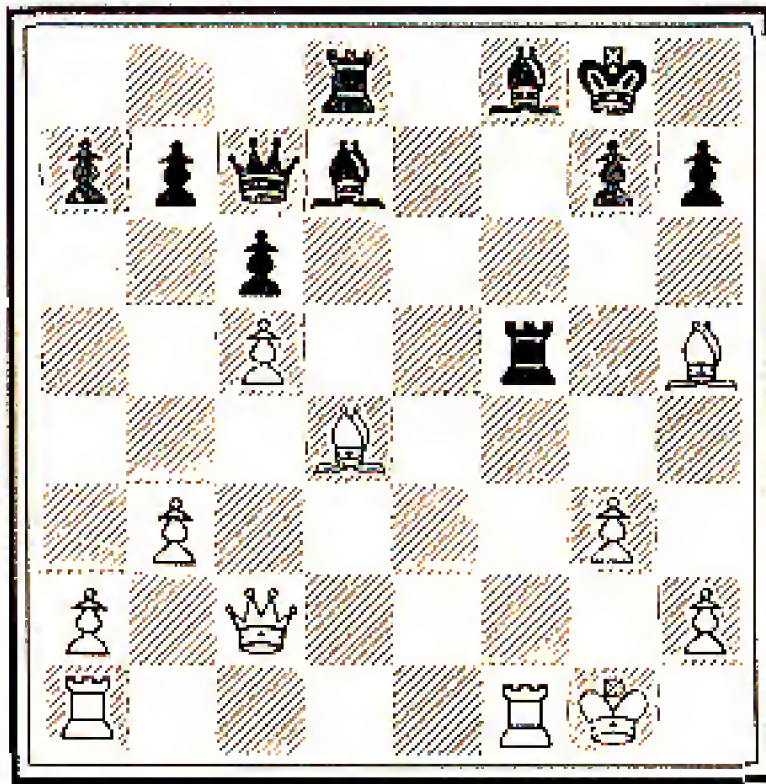
9 White compels a retreat with P-B5, and Black obeys the dictates of force by withdrawing B-KB1. White then exerts additional pressure on the adverse center with O-B2 and Black simplifies by PxQP.



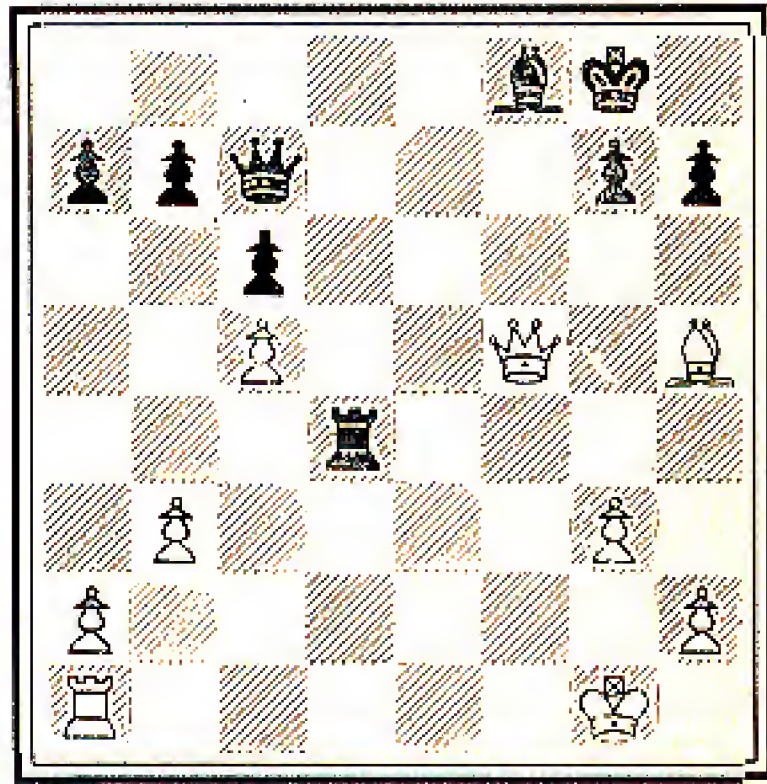
10 White follows through by playing PxP. This leaves Black with a forlorn, isolated QP. But Black's "head is bloody but unbowed". He contrives an ingenious defense with QR-Q1, indirectly protecting the QP.



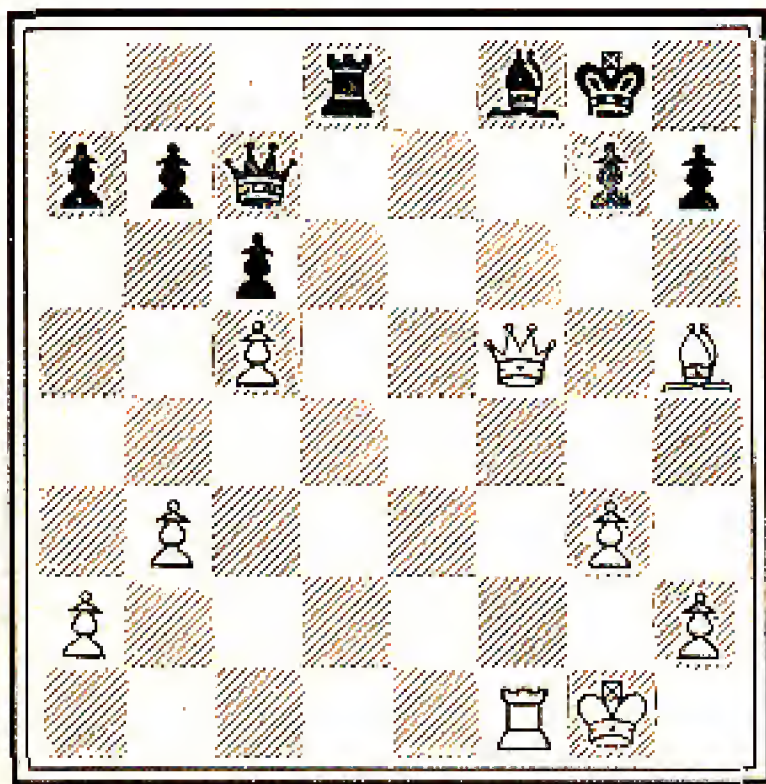
11 The groundwork has been laid for the coup de main. Now for the execution! White provokes the Rook with B-R5. Black replies R-K4. White captures BxP and Black plays RxP. He has provided for material loss by the concealed threat on the Bishop.



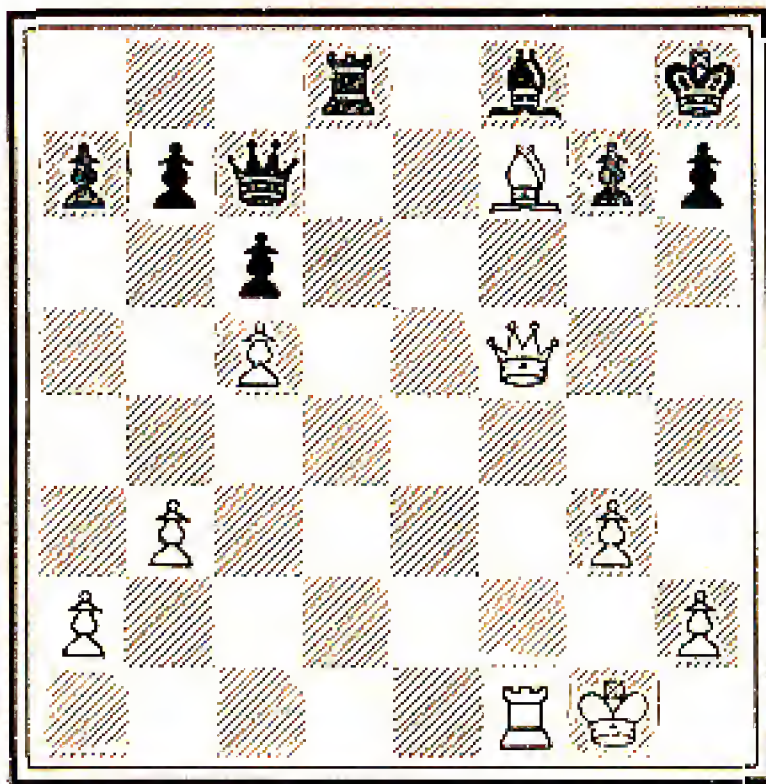
12 Cagily, White falls in line with Black's plan; he captures RxR. Black of course plays BxR. Then White captures QxB and Black plays RxB. For a moment it seems that Black has survived the rigors of a difficult defense.



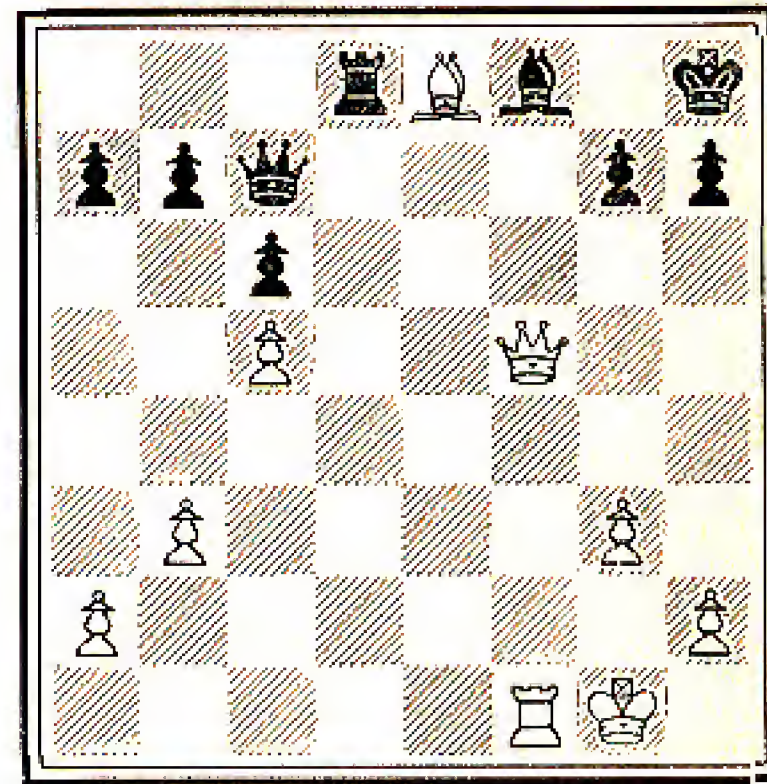
13 Little does Black appreciate the force and fury of what is in store for him. The sheer simplicity of the position is enough to lull him into a false sense of security. White plays R-KB1 and threatens QxB mate. Black defends with R-Q1.



14 Now comes the prelude to the most esthetic move in chessdom. White plays B-B7ch and Black obediently moves K-R1. Who would imagine that the game is about to terminate abruptly. What sorcery is at hand?



15 Shall White retreat B-B4 and threaten mate? Shall he paint the lily with R-B4 and threaten QxPch followed by R-R4 mate? No! Black has many parries to these threats. White plays B-K8!!!



16 With this delicate but deadly rapier thrust White has completely cut Black's communications. There is no way to save the Bishop and Black resigns. Small wonder that this game was awarded the first brilliancy prize.

PLAY THE MASTERS

CHESS REVIEW'S POPULAR "SOLITAIRE CHESS" GAME

Instructions

With a slip of paper, cover all the moves in the box below except the first move.

Make all the opening moves on your board up to and including the first move in the box (Black's fourth).

Study the position and select White's reply. Write down your selection. Then expose the next line and see the move White actually made (at the left.) Score par if you picked this move. If not, score zero, and make the correct White move on your board.

Make Black's next move, shown on the same line. Continue as before, one line at a time, to the end of the game.

Notes on the Game

(a) 5 P-QB4, preventing Black from ever playing P-Q4, is much stronger. It is on this account that Black usually plays 4 . . . Kt-KB3, forcing White to block the QBP by 5 Kt-QB3.

(b) This wing attack is made possible by Black's failure to prepare a counter thrust in the center. A famous game (Alekhine-Botvinnik) reached this same position, with the vital difference that Black had posted his QB on K3 instead of Q2 and was now able to counter with 10 . . . P-Q4.

(c) The pawn phalanx is irresistible. Black, with not a single piece advanced beyond the third rank, is threatened with strangulation.

(d) Avoiding the possibility of 17 P-K5, PxP; 18 QxP.

(e) Black decides that the only chance lies in counterattack on the Queen-side. If instead 18 . . . Q-K2; 19 QR-R1 and White threatens 20 P-K5, PxP?; 21 QxPch, PxQ: 22 R-R8ch and mate next move.

(f) Not 22 . . . B-B3, 23 RxKtPch.

A. W. Fox, champion of the Brooklyn Chess Club around the time of the Cambridge Springs Tournament (1906), in which he participated, was reputed to be always on the lookout for "brilliances."

He lost many games by speculative sacrifices that failed to pay dividends. But he also executed many fine combinations and discovered new patterns of sacrificial attacks. The game below helped him win the Brooklyn Club Championship in 1904. See how well you can pick the moves Fox made with the white pieces against H. L. Dickerson.

MAKE THESE OPENING MOVES

1 P-K4, P-QB4; 2 Kt-KB3, Kt-QB3; 3 P-Q4, PxP; 4 KtxP. Now continue with the moves in the box below.

| White Played | Par Score | Black Played | Your Selection for White's Move | Your Score |
|--------------|-----------|----------------------|---------------------------------|------------|
| | | 4 P-KKt3 | ----- | ----- |
| 5 Kt-QB3 (a) | ----- 3 | 5 B-Kt2 | ----- | ----- |
| 6 B-K3 | ----- 3 | 6 P-Q3 | ----- | ----- |
| 7 B-K2 | ----- 3 | 7 Kt-B3 | ----- | ----- |
| 8 Kt-Kt3 | ----- 3 | 8 B-Q2 | ----- | ----- |
| 9 P-B4 | ----- 4 | 9 O-O | ----- | ----- |
| 10 P-Kt4 (b) | ----- 7 | 10 R-B1 | ----- | ----- |
| 11 P-KR4 | ----- 5 | 11 K-R1 | ----- | ----- |
| 12 P-Kt5 | ----- 4 | 12 Kt-K1 | ----- | ----- |
| 13 P-R5 (c) | ----- 4 | 13 BxKtch | ----- | ----- |
| 14 PxB | ----- 1 | 14 P-K3 | ----- | ----- |
| 15 PxP | ----- 4 | 15 PxP | ----- | ----- |
| 16 Q-Q3 | ----- 5 | 16 K-Kt1 (d) | ----- | ----- |
| 17 O-O-O | ----- 3 | 17 R-KB2 | ----- | ----- |
| 18 R-R6 | ----- 5 | 18 Q-B2 (e) | ----- | ----- |
| 19 QR-R1 | ----- 3 | 19 Kt-R4 | ----- | ----- |
| 20 B-Q2 | ----- 3 | 20 KtxKtch | ----- | ----- |
| 21 RPxKt | ----- 1 | 21 P-Kt4 | ----- | ----- |
| 22 Q-R3 | ----- 7 | 22 R-Kt2 (f) | ----- | ----- |
| 23 RxRP | ----- 5 | 23 K-B2 | ----- | ----- |
| 24 Q-R6 | ----- 7 | 24 B-B3 | ----- | ----- |
| 25 QxPch! | ----- 10 | 25 KxQ | ----- | ----- |
| 26 B-R5ch | ----- 7 | 26 KxR | ----- | ----- |
| 27 B-B7 mate | ----- 3 | | | |
| | 100 | Your Percentage | ----- | ----- |

LET'S PLAY CHESS!

A Picture Guide to the Game of Chess

By Irving Chernev & Kenneth Harkness

of the Editorial Staff of CHESS REVIEW

This series is intended for beginners and will form a complete course of instruction in the rules and tactics of the game. Part 9 will appear next month, in the January issue.

The complete course will be published, in book form, by SIMON & SCHUSTER, New York. The book is scheduled for publication early in 1944.

PART EIGHT

The Principles of Opening Play

The opening moves of a chess game are extremely important. To play them well you must have the proper objectives in mind. Aimless, purposeless moves lead nowhere and moves made with faulty objectives lead to trouble.

The purpose of the opening is NOT to checkmate your opponent. Abandon all ideas of checkmating in 5 or 6 moves. Any moves which even threaten mate at this stage of the game are probably bad moves unless your opponent has played very weakly. The average game of chess lasts about 40 moves. Checkmate rarely comes before 30 moves have been played. Even the chess champion of the world could not checkmate an ordinary player in much less than 25 moves unless his opponent blundered badly.

Realize, therefore, that if you set out with the idea of checkmating in a few moves, you are breaking the principles of good chess; you are trying to do something which cannot be accomplished against reasonable defense. The moves you make with this false objective in mind are bound to be bad moves which may boomerang and cause your own defeat.

Furthermore, the purpose of the opening is NOT to win material. You may *threaten* to win material but that is not the primary objective of any of your opening moves. You should not particularly expect to win the material you are threatening. Your threats are made for another purpose, as we shall explain later. Of course, you can always take time out to capture a piece if your opponent leaves it "en prise" and if you are sure that you are not falling into a trap — but gaining material in this fashion is the result of a blunder on the part of your opponent.

Basic Objective Is Development

Major attacks with the definite object of winning material or checkmating the opponent do not normally take place in the opening. The opening is the stage in which the players *prepare* for battle. The basic objective is mobilization, or "development" as it is called in the language of chess.

The chess army is comparatively powerless at the start of the game and the purpose of the opening moves is to *organize and coordinate the pieces so that maximum power is made available in the shortest possible time.*

Specifically, this means that *every minor and major piece should be moved from its original square and brought into action as quickly as possible.* The opening moves should be devoted to mobilizing the Knights, Bishops, Queen and Rooks. Development is not completed until the first rank has been cleared of all pieces except the King and Rooks. Furthermore, the King should be castled for his own safety and in order to bring the castling Rook into play.

This development of the minor and major pieces is the all-important consideration in the opening. In the process, threats are made; but these are opening skirmishes in the battle for mobility, not major engagements to win material. The players fight to control certain territory on the board. Each player seeks maximum mobility for his own forces, attempts to interfere with his opponent's mobilization, tries to make it more difficult for him to develop his pieces in a normal manner.

The Element of Time

As previously explained, a player who mobilizes *quickly* gains a great advantage over an opponent who wastes time in the opening and fails to develop all his pieces. The preparatory mobilization must be done speedily. If you dawdle in your preparations, the enemy will "git there fustest with the mostest" — and we all know what that means.

The element of time, important in all stages of the game, is particularly decisive in the opening. In chess, "time" is the *number of moves* taken to reach an objective. If two moves are used to do something which could be accomplished in one move, *time* has been wasted.

Opening play is always affected by the opponent's responses, so that the number of moves required to complete development varies with each opening. However, your objective should be the mobilization of ALL your pieces in *as few moves as possible*.

Any useless, unnecessary moves which do not promote the development of your own pieces, or which do not actively interfere with your opponent's development, are a waste of time. Any loss of time in the opening gives your opponent an opportunity to mobilize a more powerful striking force and gain a definite advantage in effective power.

The Importance of Castling

Castling is an essential and integral part of the opening procedure. The King must be transferred to a safe haven and the castling Rook brought into play. As long as your King remains in the center of the board, you are *in danger* and your development is not completed.

Castle at the first opportunity (provided the King will be safe in his castled position, as he should be if you have played the opening properly) and castle on the *King's side* of the Board. Don't go in for Queen-side castling until you have gained more experience.

When Your Opponent Breaks Rules

Chess is not a game which can be played by rote. Rules and principles are intended as guides to aid the player in selecting good moves and to enable him to follow sound strategical plans.

However, rules should never be followed blindly. For instance, we have emphasized that development is the basic objective of the opening — but this does not mean that you must develop a piece every time you move, no matter what your opponent is doing.

At all times, you must watch your opponent's moves, answer his real threats. Use the principles we have outlined to select your best answer, the reply which develops a piece if possible. But if the threat is important, it must be answered—with or without a developing move.

You must also be on the alert to win material (if it is safe for you to win it), even though this is not your primary objective. Furthermore, there are times when you can postpone your development, to take advantage of certain situations which arise on the board. In other words, the way you play the opening depends to some extent on *how your opponent plays his side of the board*.

If your opponent plays in a normal manner and develops his pieces in accordance with the best principles, you should do likewise. Try to interfere with his development; fight to win the battle of mobility — but do NOT break the rules and principles of opening play; do not neglect your own development.

However, if your opponent does not observe opening principles, the situation is changed, and you can adjust your own play accordingly. If he wastes time, *he has given you additional time*. You can then use your own judgment as to the best way of utilizing this advantage. You may decide to continue your development, or you may decide to postpone your development, and use your *extra time* for some other purpose. Moves which would ordinarily be unsound may become the best moves in such positions. If your opponent has played very badly you may see an opportunity to win material or even checkmate him.

If your opponent breaks the rules of opening play by engaging in a premature attack before he has completed his development, it is usually best to concentrate on defense with developing moves. His attack will soon peter out and leave you with a big advantage in development. You can then launch a counter-attack which should be successful. However, if the object of your opponent's "attack" is to win a Pawn and the attack involves considerable *waste of time* on his part, it is usually best to let him have the Pawn. He has given you time to gain an advantage in development which should more than offset the loss of a Pawn. In the opening, the Principle of Mobility is often more important than the Principle of Superior Force.

Your opening play should be flexible and imaginative. Always be ready to take advantage of your opponent's mistakes BUT — and remember this — **LET YOUR OPPONENT BE THE FIRST TO NEGLECT HIS DEVELOPMENT AND BREAK THE RULES OF SOUND OPENING PLAY.**

Mistakes to Avoid in the Opening

Much can be learned from a clear understanding of the things one should NOT do. Therefore, let us examine some of the common mistakes made in the opening and demonstrate how dangerous they are.

Some players are too aggressive for their own good. They start out with the idea of annihilating their opponents in the first ten moves. If an attack is pursued with good developing moves, there can be no criticism of such tactics. Too often, however, these early attacks are made *at the expense of development*. Premature attacks with two or three pieces are doomed to failure.

There are other players who are not quite so aggressive, who do not expect to smash the other fellow into smithereens, but who conduct their opening campaign with the idea of stealing one or two Pawns. The Queen is usually used for this purpose and development is postponed while the Pawn-snatching operations are in progress.

Players in both these categories should learn that the *early development of the Queen*, for the purpose of conducting a major attack, or to indulge in Pawn-grabbing, *is a serious mistake*.

Some examples of the fate that can befall those who break this opening rule are given on the following pages.

Premature Attacks

At an early stage in World War II, our Russian allies agitated for a "second front" to relieve the pressure in the East. As good chessplayers, our Russian friends should have known that a major attack at that time would not have proved successful, because the Allies were not prepared for such an effort. The necessary reserves and supplies were lacking. An abortive attempt was made at Dieppe, with disastrous results.

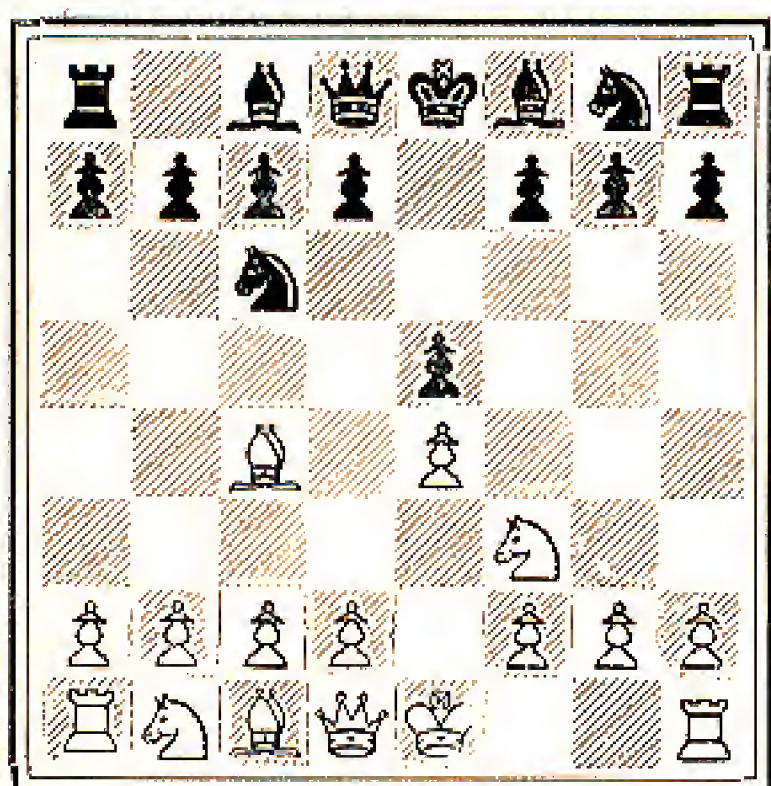
A premature attack on the chessboard, against good defense, must fail for the same reason. The attack is made without sufficient preparation. The attacker tries to break through the enemy defenses with only part of his forces, leaving the remainder undeveloped. As reserves are lacking, the attack dies out. Even if he succeeds in winning material, his unprepared home front is left vulnerable to a strong counter-attack.

It is true that premature attacks sometimes

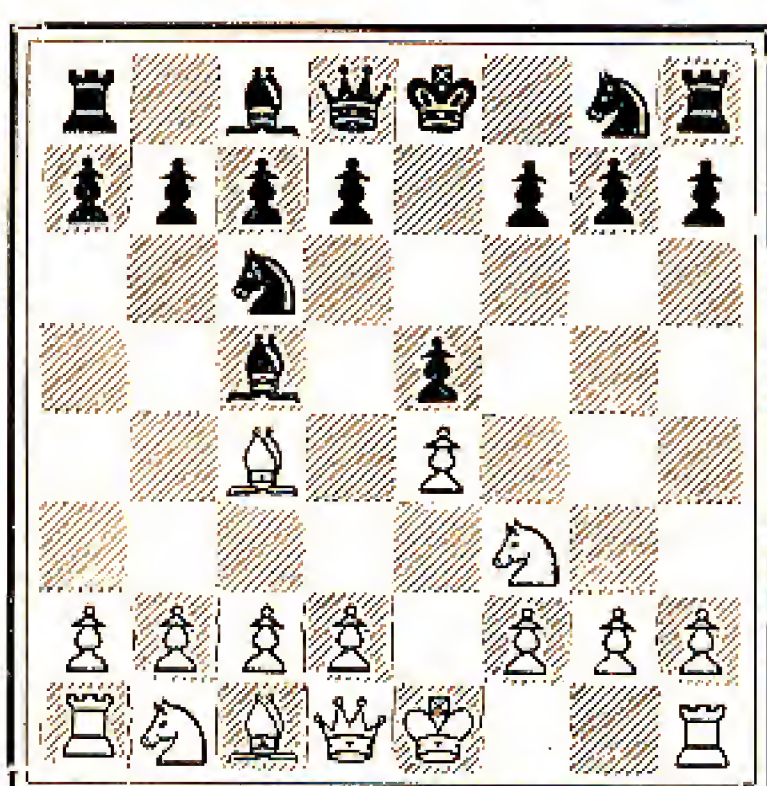
succeed — but only when the defense is weak. It is a mistake to play on the assumption that your opponent will not know how to meet your premature attack. It is much more important that you learn how to play good chess — and a premature attack is not good chess.

Premature attacks are usually made with the Queen and one or two minor pieces. The objective is to checkmate or to win material — both false objectives in the opening. As the Queen is involved, the attacks are extremely risky and sometimes give the opponent an opportunity to counter-attack immediately. In any case, time is wasted — time which should be devoted to mobilization.

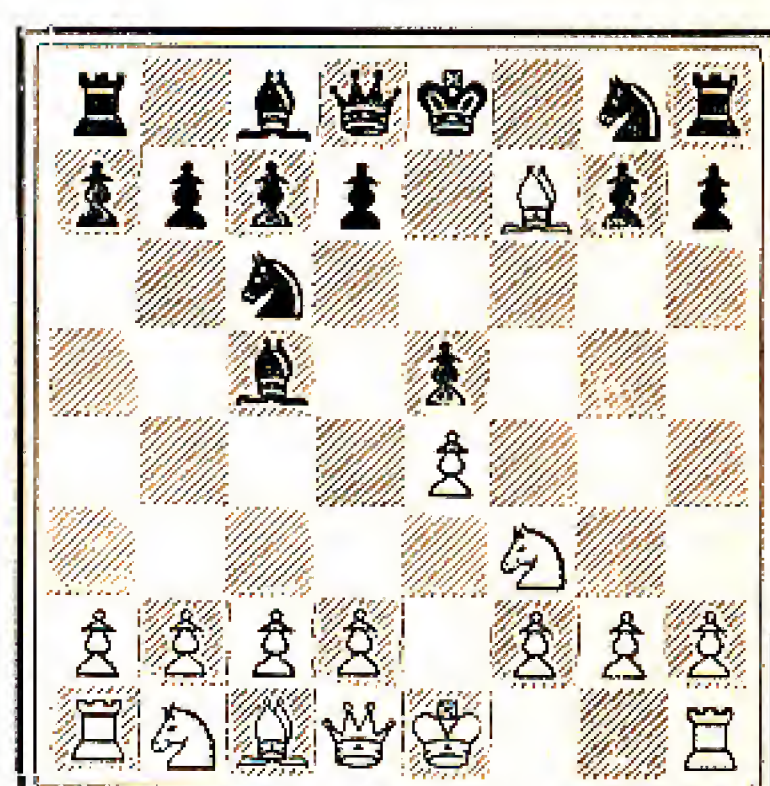
Three examples of abortive attempts to win material are given on these pages. In the first game, the English chessmaster Blackburne played the black pieces. The second example is a beginner's effort. If this attack seems crude, note how the same motif, in subtler form, is repeated in the third example, a game played between famous chessmasters Reti and Tartakover.



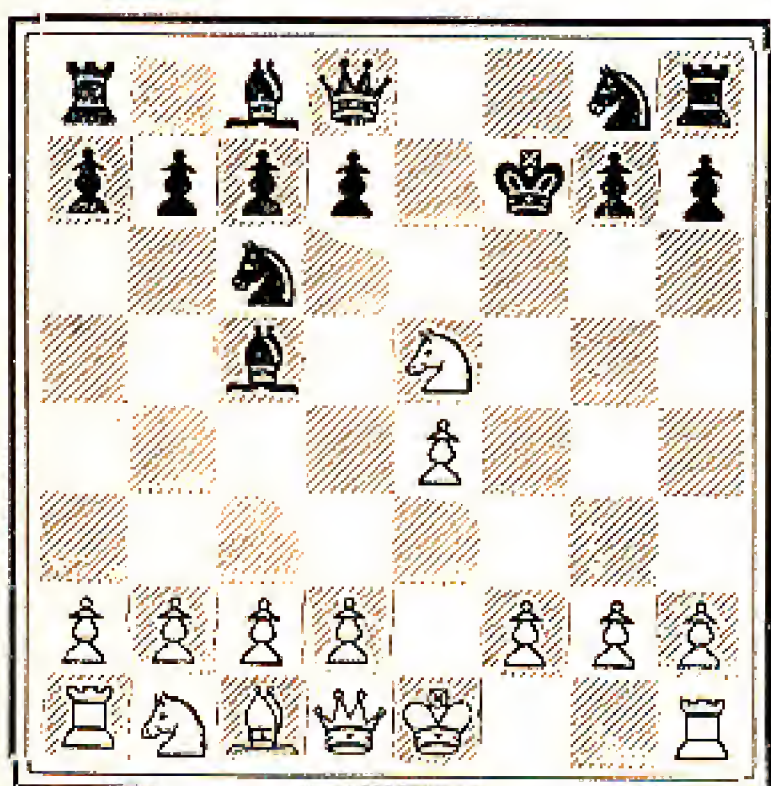
1 This game has opened with the moves 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4. White's third move is one of the strongest at his disposal—better than 3 P-Q4, which we have seen in other games. The Bishop is attacking a vulnerable point in Black's position—his KB2 square.



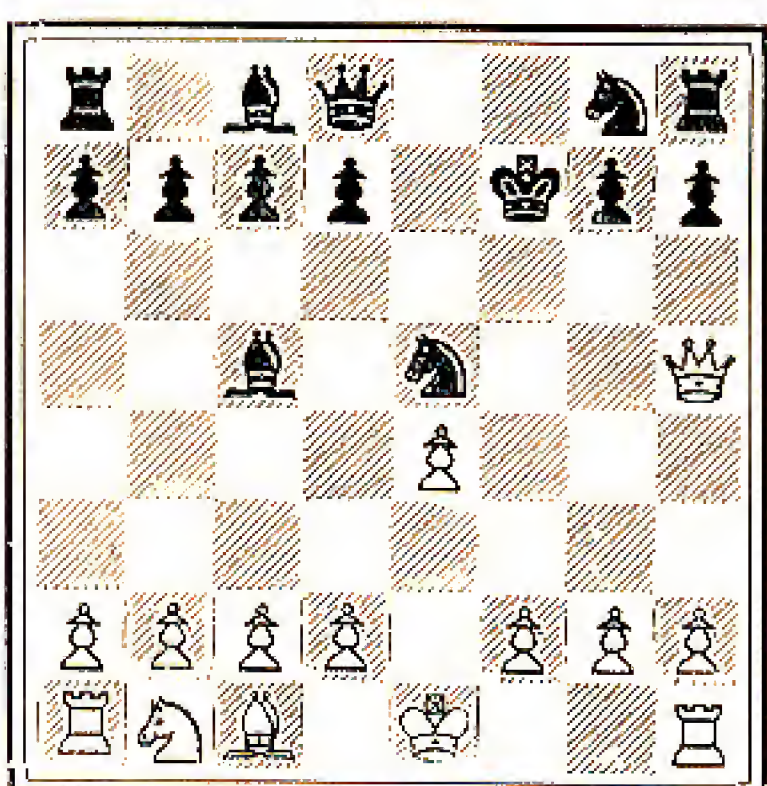
2 Black has replied by playing B-B4, duplicating White's last move. This is one of the oldest openings in chess and is called the Giuoco Piano, meaning "Quiet Game." Actually, this type of opening can lead to lively play. Many traps and pitfalls are involved.



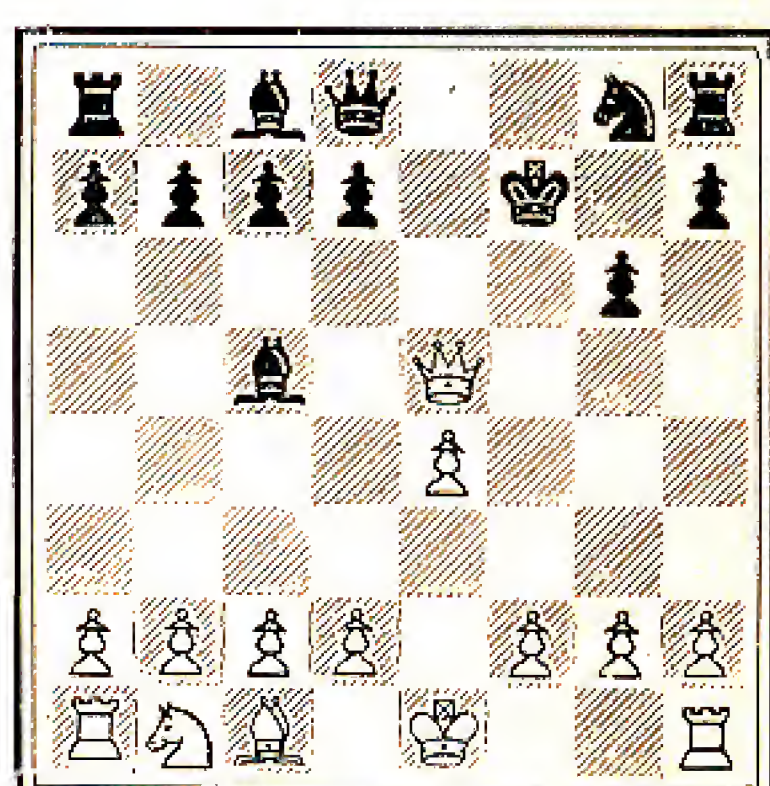
3 White has played BxPch!? Without waiting to complete his development, he begins an entirely unsound attack. Black has played his defense well and there is no justification for making an attack of this nature. Of course, White has "ideas" but they are not sound.



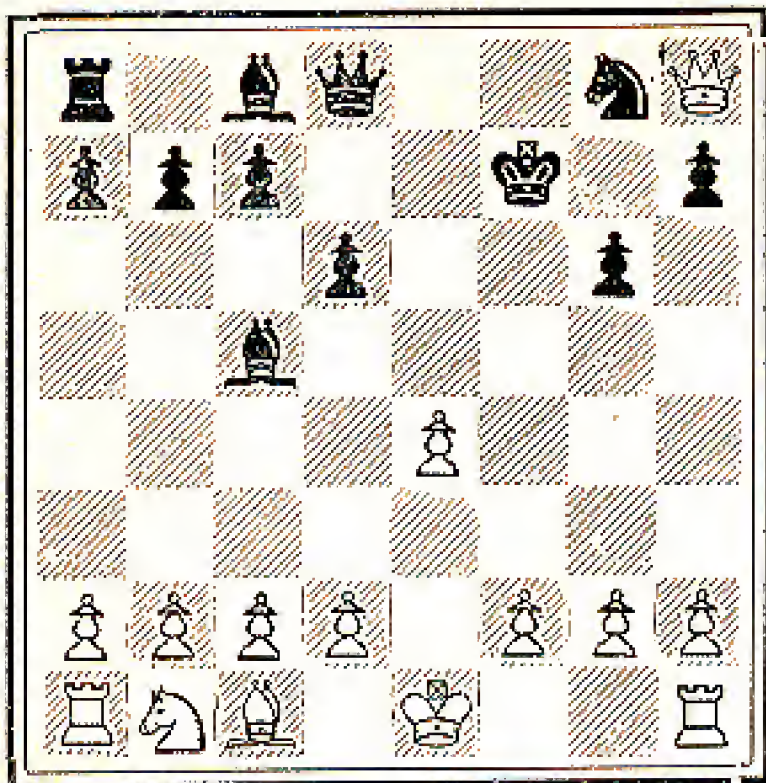
4 Black has captured the Bishop with his King and White has played KtxPch. This is the second move of White's "combination." Note that Black was not afraid to accept the Bishop sacrifice. Always accept sacrifices if you see no reason for not doing so.



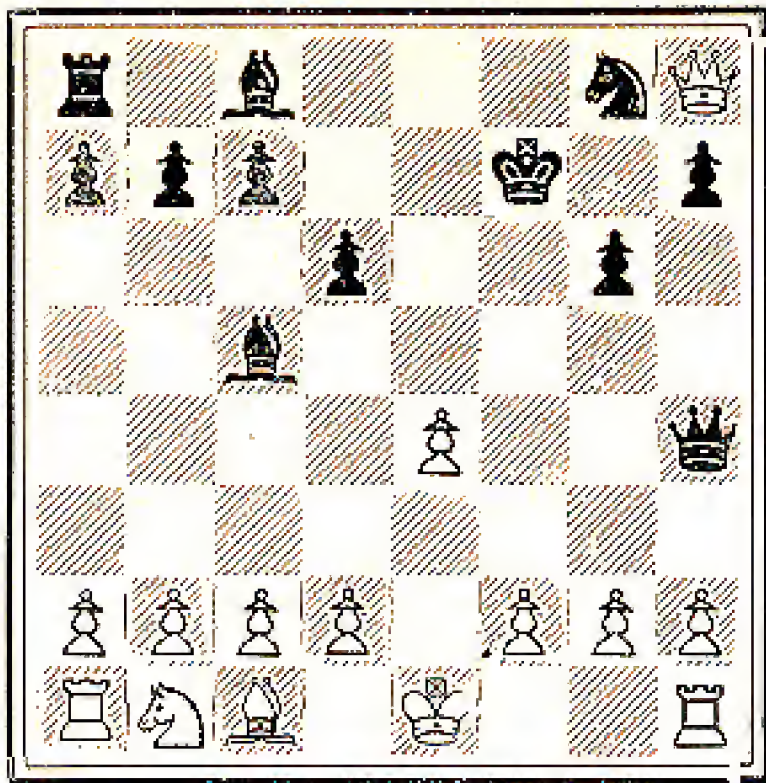
5 Black has captured KtxKt and White has played his Queen to R5 with a check. So far, White has given up two pieces for 2 Pawns, but now he must win back one piece. Black could now play safe, with a winning game, by moving Kt-Kt3, allowing White to play QxB.



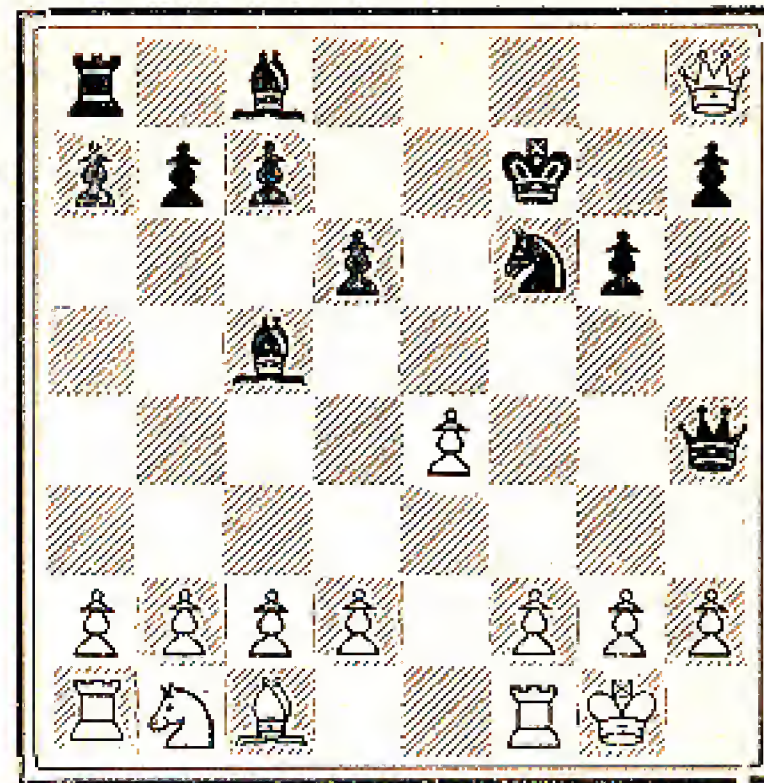
6 Instead, Black has played P-Kt3 and White has captured QxKt. Now the Queen is attacking Bishop and Rook and one must fall. Has Black overlooked this? No. He is deliberately tempting White, leading him on to his destruction. What is his plan?



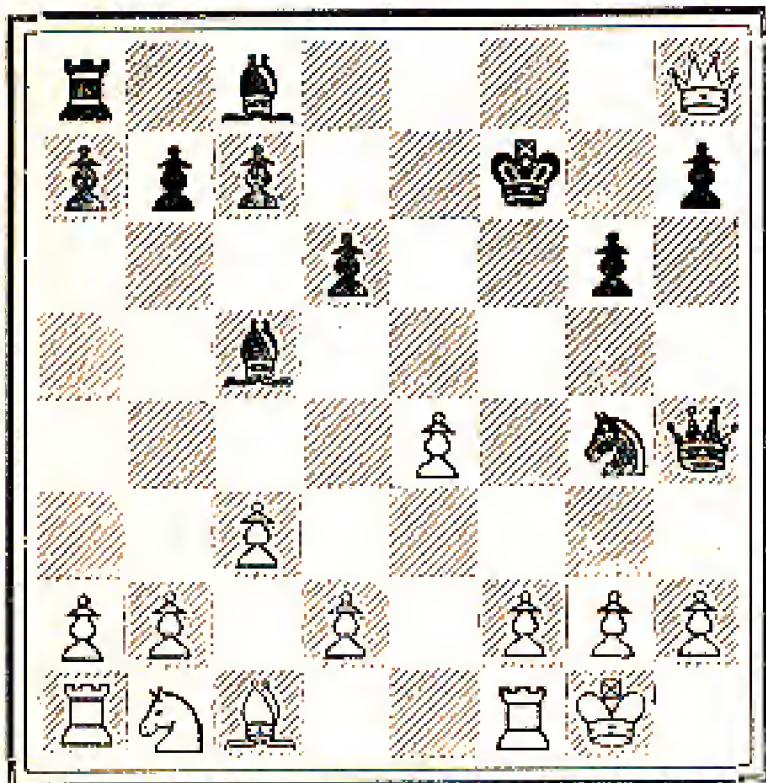
7 Black has played P-Q3, protecting the attacked Bishop and releasing his other Bishop. White has played QxR. Now count the material and note that White's premature attack has apparently succeeded. He has gained 2 Pawns and won the exchange (Rook for minor piece).



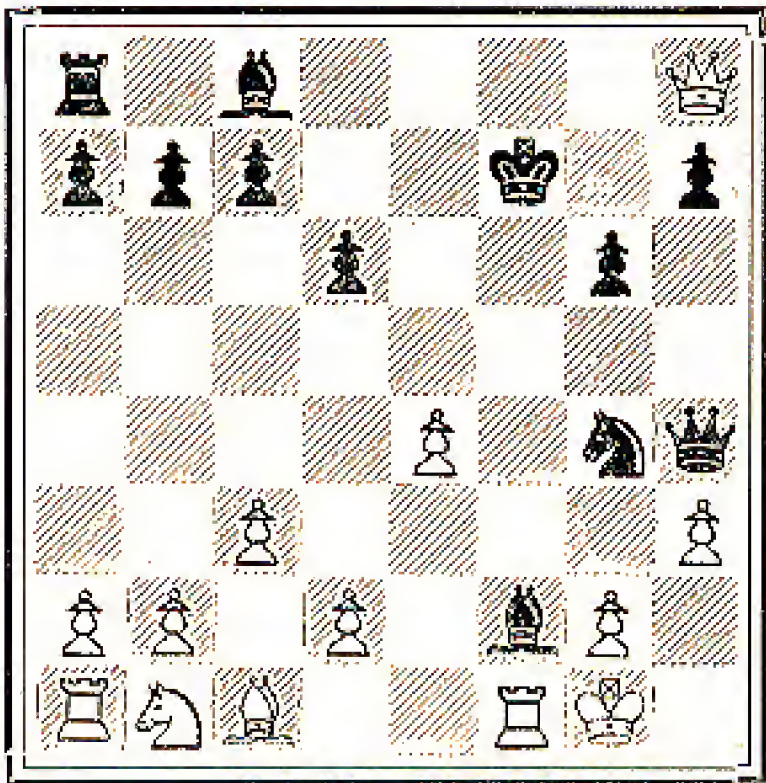
8 Black has played Q-R5 and now we see why he allowed White to capture his Rook. The white Queen has been deflected from the scene of forthcoming action. Black is ready to launch a counterattack on White's undeveloped home front. He now threatens QxPch & B-Kt5 mate.



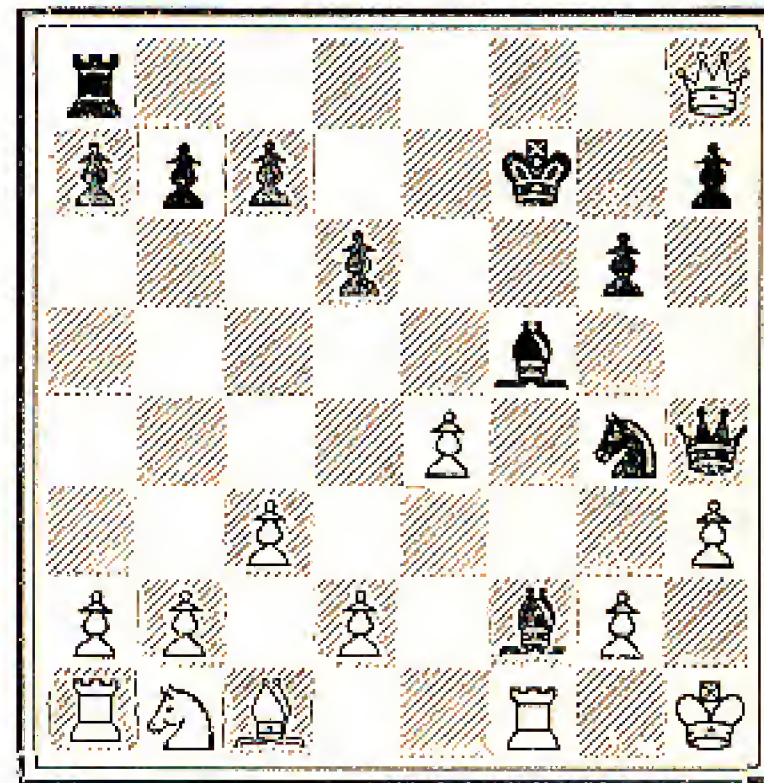
9 To defend this threat, White has castled. Black has played Kt-B3, thereby developing a piece and closing the lid on the white Queen which now cannot retreat to aid in defense. In this position Black can win in several ways, no matter what White does.



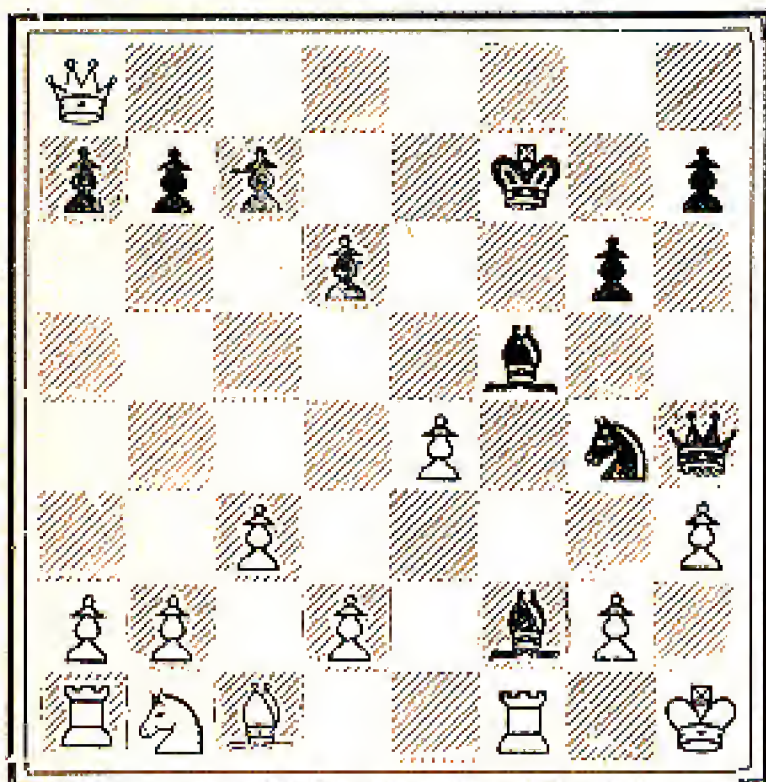
10 White has played P-B3, trying to shut off Black's Bishop with P-Q4, and Black has played Kt-Kt5. Black could have won the Queen by playing B-R6 (can you see how?) but the Knight move leads to a more pleasing finish. Black now threatens QxRP mate.



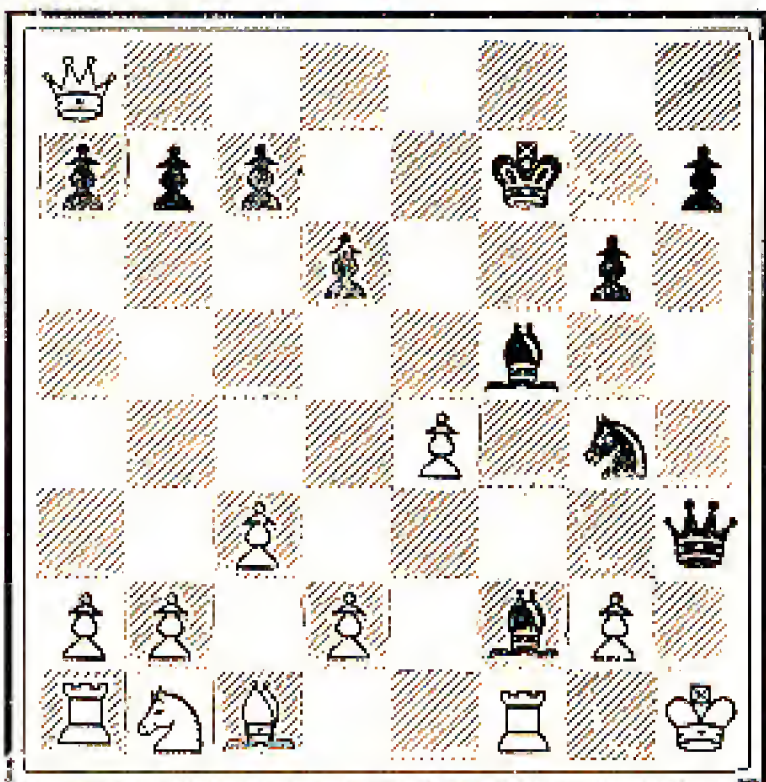
11 White has played his only defense, P-KR3, and Black forces the issue with BxPch. The white King is in a "mating net," as it is called, and cannot escape. Now if White plays RxB, Black will capture QxRch and after K-R1, Black will mate with Q-B8.



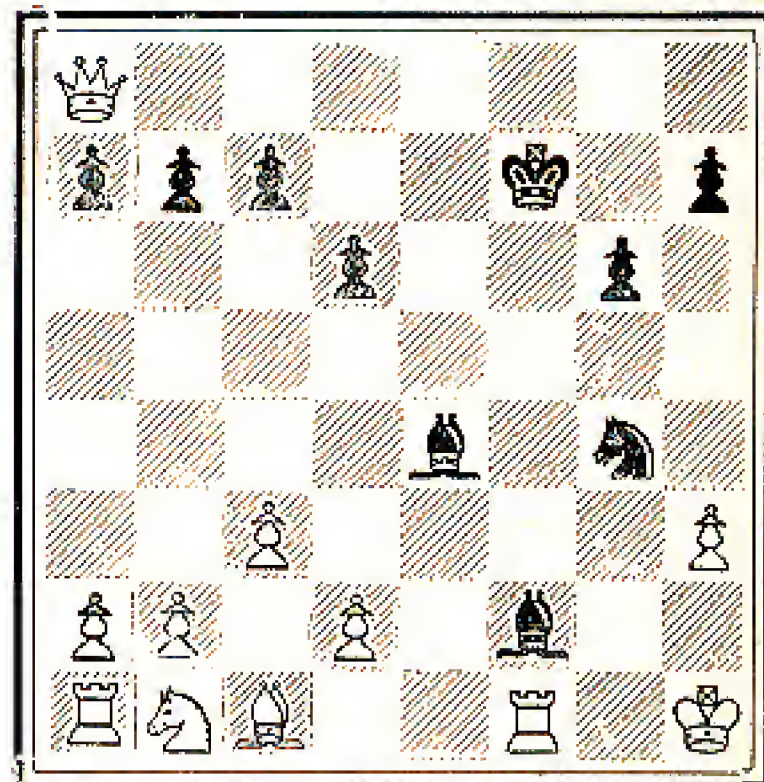
12 White has played K-R1, his only move, and Black has played B-KB4, bringing out another piece. Note that this piece can be put "en prise" to a Pawn because the black Rook now attacks the Queen. Actually, Black is toying with his opponent, teaching him a much-needed lesson.



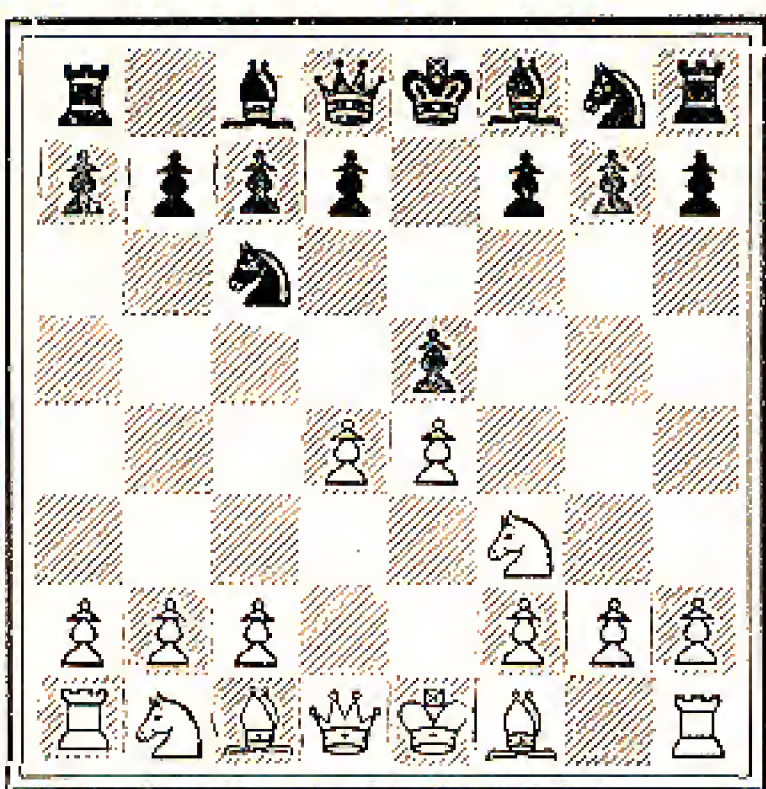
13 Instead of Black's last Bishop move, he could have mated with Q-Kt6, followed by Q-R7 mate; but he is deliberately playing for a more beautiful mate. Having nothing else to do with his Queen, White has captured the Rook. Note that the white Queen (Dia. 12) could not escape.



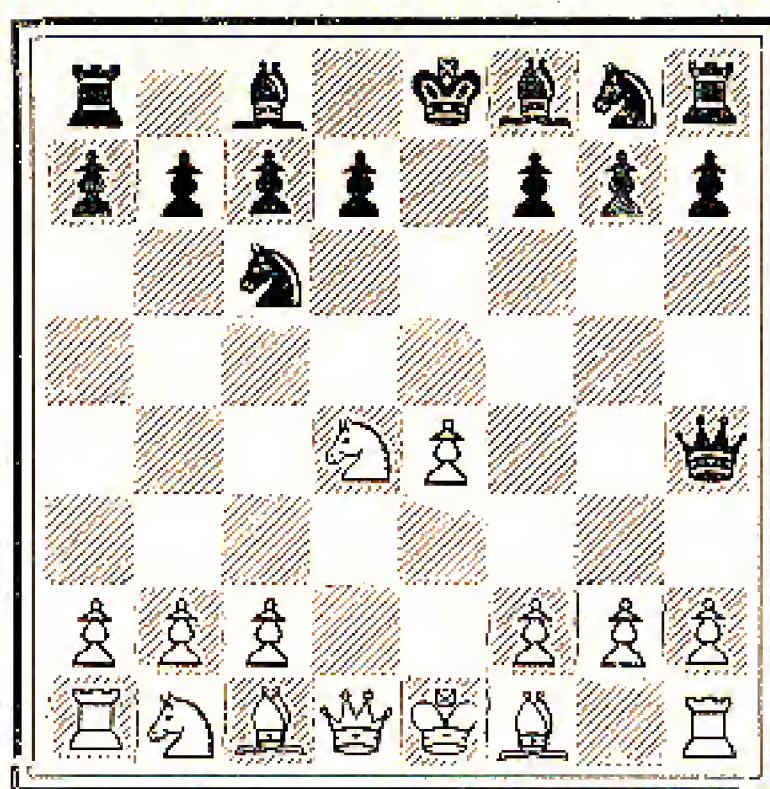
14 Now Black has played QxPch! He is sacrificing his Queen and demonstrating the helplessness of White's position. White's QR, QKt and QB cannot aid him now because they were never developed. His adventurous Queen is far away — and quite useless.



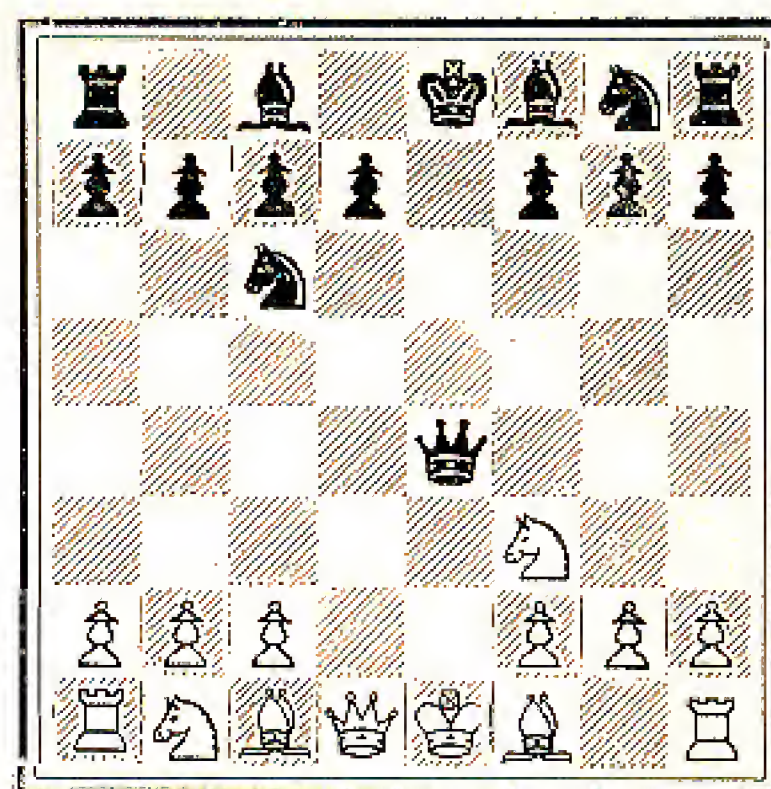
15 White has played PxQ (forced) and Black delivers the final thrust with BxP mate. A delightful, "pure" mate with 2 Bishops & Knight. Moral: What is a man profited, if he gains a Queen and 2 Rooks and lose by checkmate? Premature attacks don't pay.



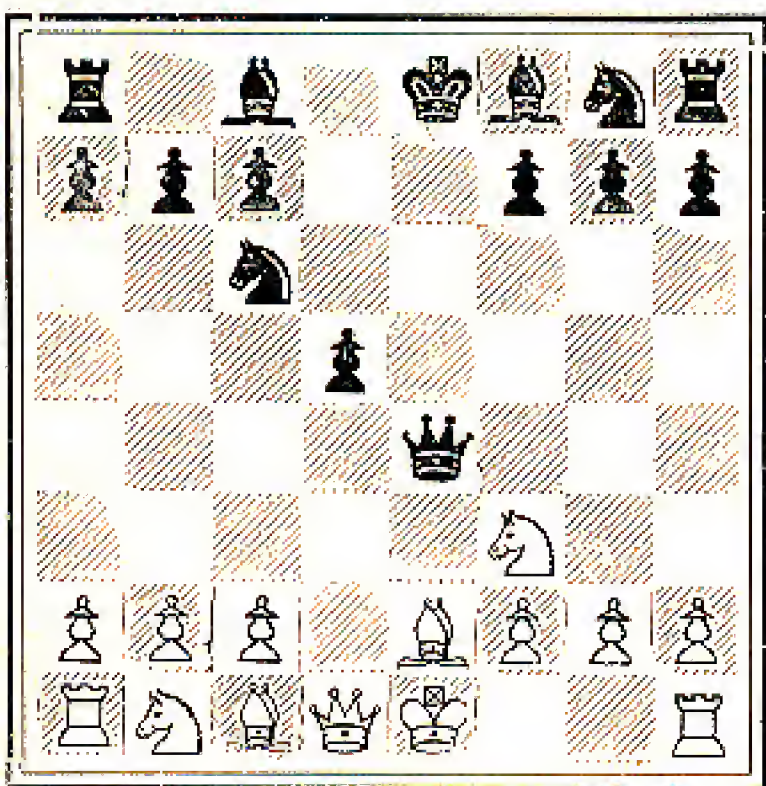
1 In this second example of a premature attack, the game has begun with the opening moves 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-Q4. We have already seen these starting moves in several games. They are called the "Scotch Opening."



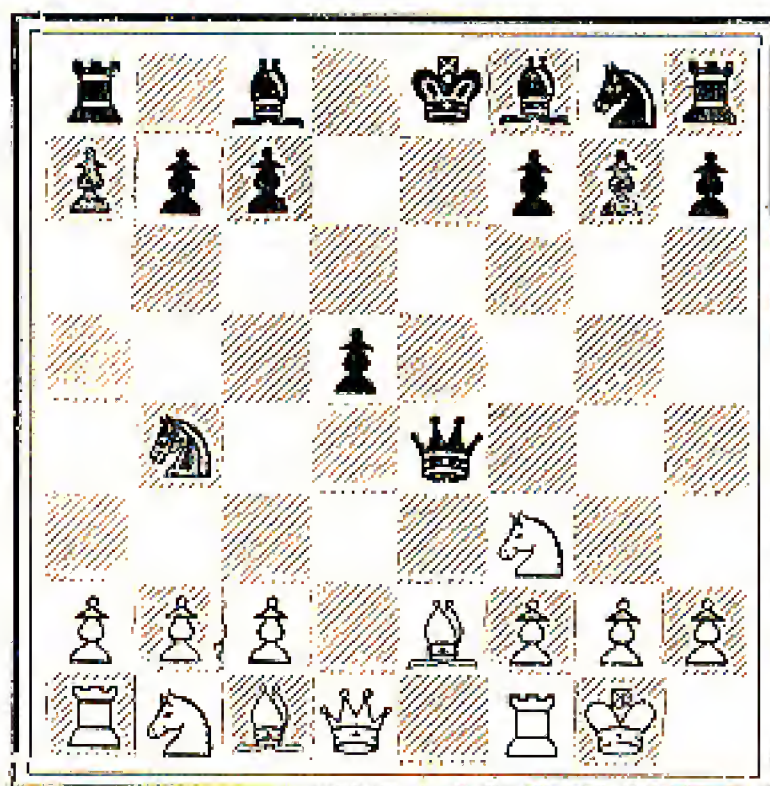
2 Black has played PxP and White has recaptured with his Kt. Then Black prematurely develops his Queen by playing Q-R5. This is a bad move as Black is wasting time trying to win a Pawn with his Queen. The motive is wrong and will get him into trouble.



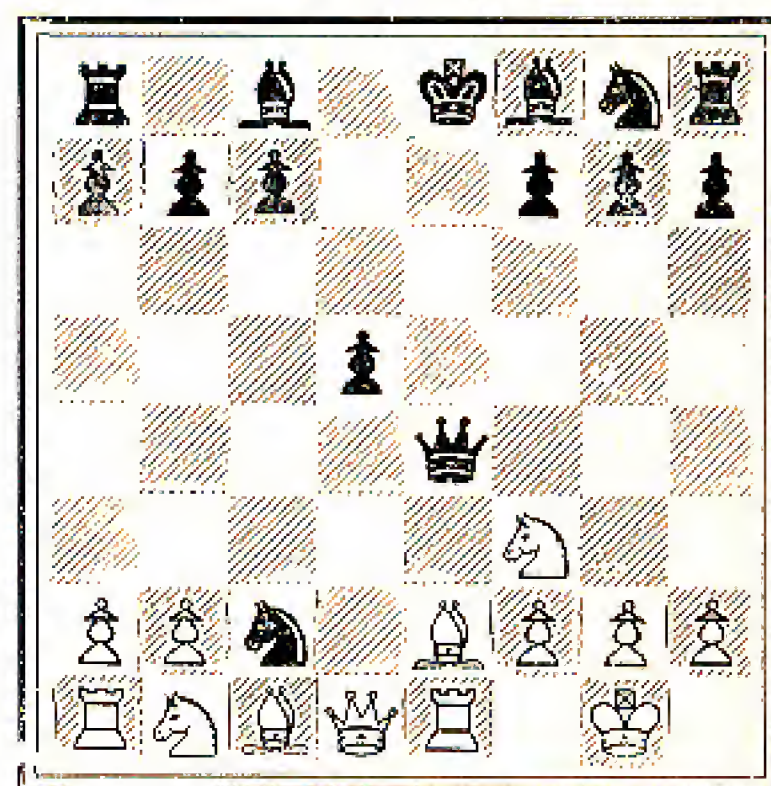
3 White has returned his Knight to KB3, attacking the Queen, and Black has played QxKPch. This is the type of move which always looks good to a beginner. He captures a Pawn "for nothing" and checks at the same time. Actually, it is an extremely dangerous capture.



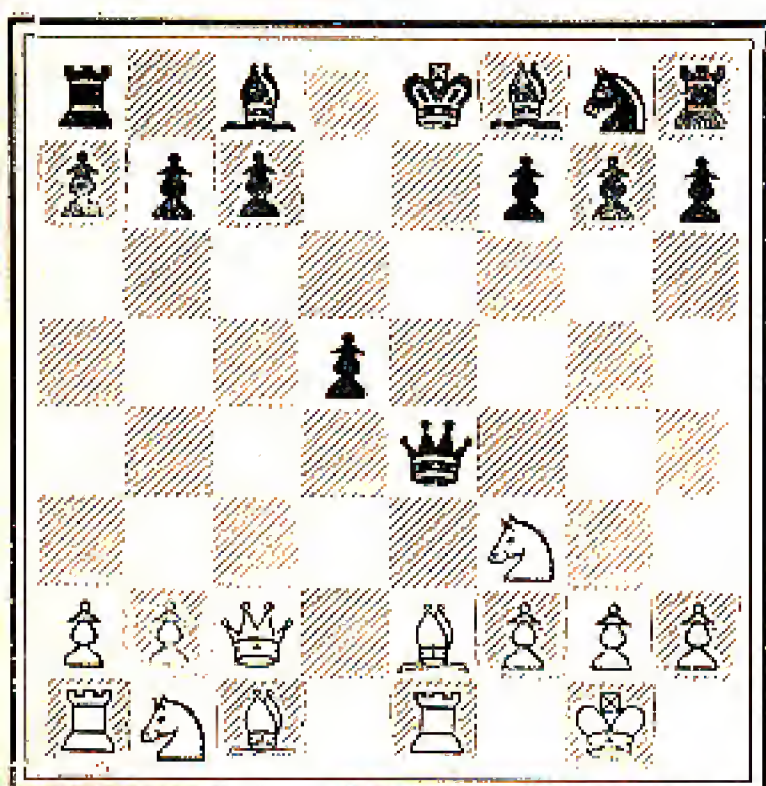
4 White has played B-K2, getting out of check with a developing move, and Black has played P-Q4. By quickly developing his pieces, White will soon be in position to attack the vulnerable Queen and King. Black has wasted time and can be forced to waste even more.



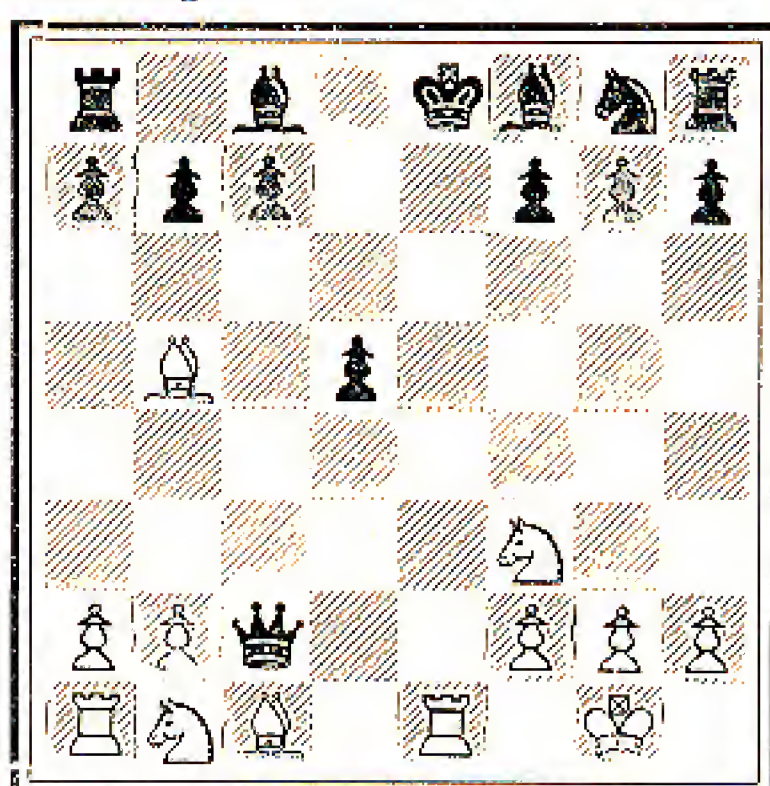
5 White has castled and Black has played Kt-Kt5. A terrible move! Completely disregarding the safety of his King and Queen, both dangerously exposed on an open file, Black blithely attempts to win material instead of developing his pieces and safeguarding his King.



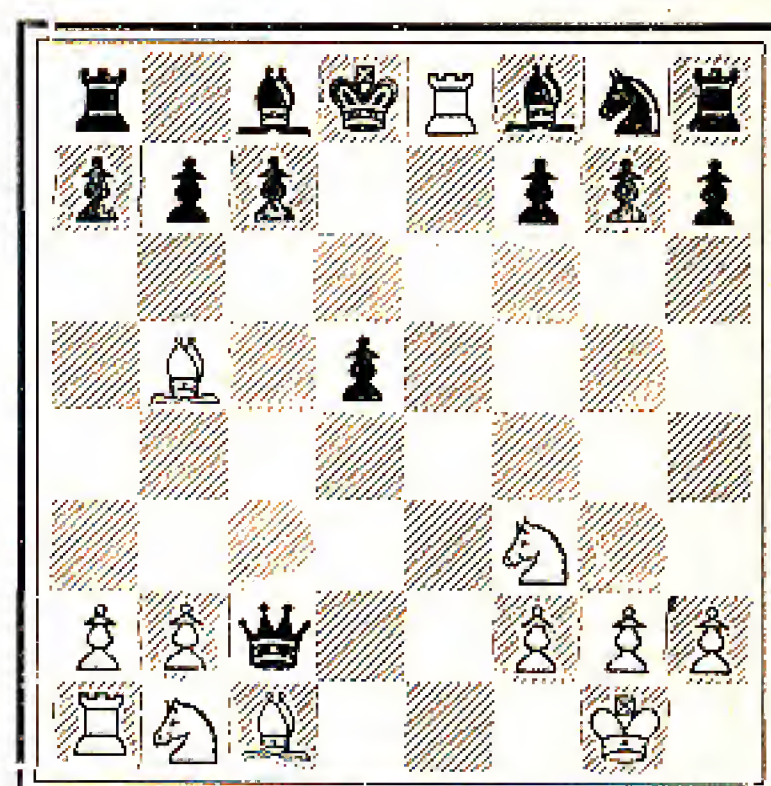
6 White has played R-K1 and Black pays no attention to what his opponent is doing, calmly continues with KtxBP. This is a glaring example of making moves without first examining the opponent's threats. However, it is now too late to do anything.



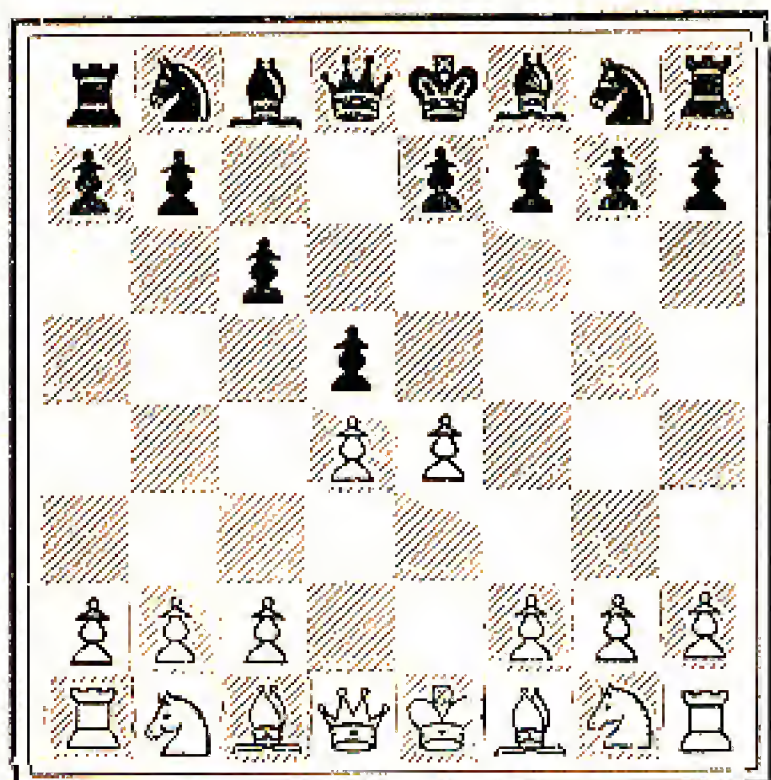
7 Black was "attacking" White's two Rooks with his Knight. Very threatening — but White has calmly captured the Kt with his Queen. No doubt very surprising to the Black player who probably said to himself: "The poor fellow is putting his Queen en prise."



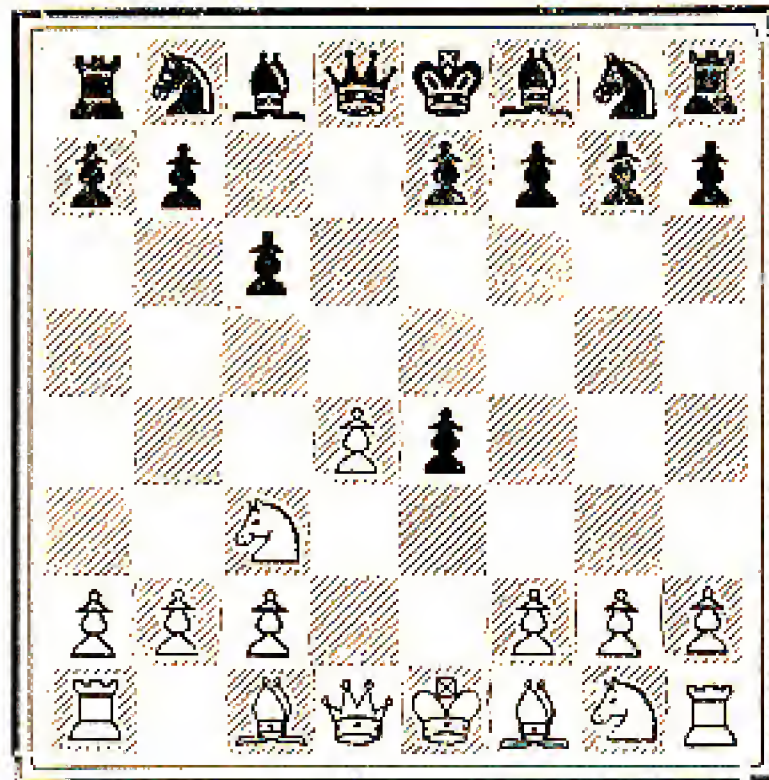
8 So Black captured QxQ — and then came the catastrophe. White played B-Kt5 double check! The Bishop checks the King and, in moving, has uncovered a check by the Rook. The double check is one of the most deadly attacks on the chessboard.



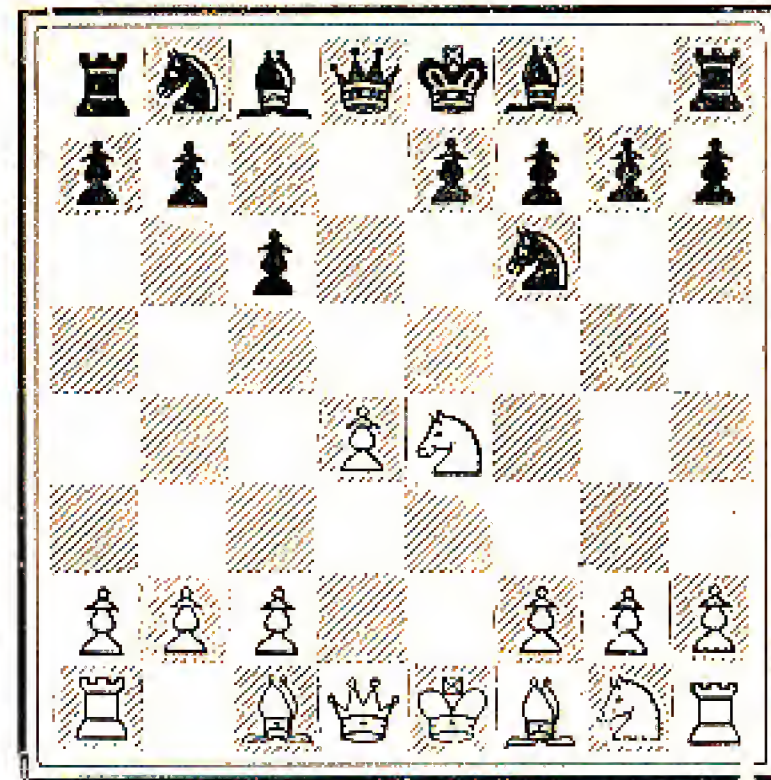
9 As Black was checked simultaneously by 2 pieces, he was forced to move his King and White played R-K8 mate. In case this example of the dangers involved in a premature attack seems primitive, compare it with the game between two masters on the next page.



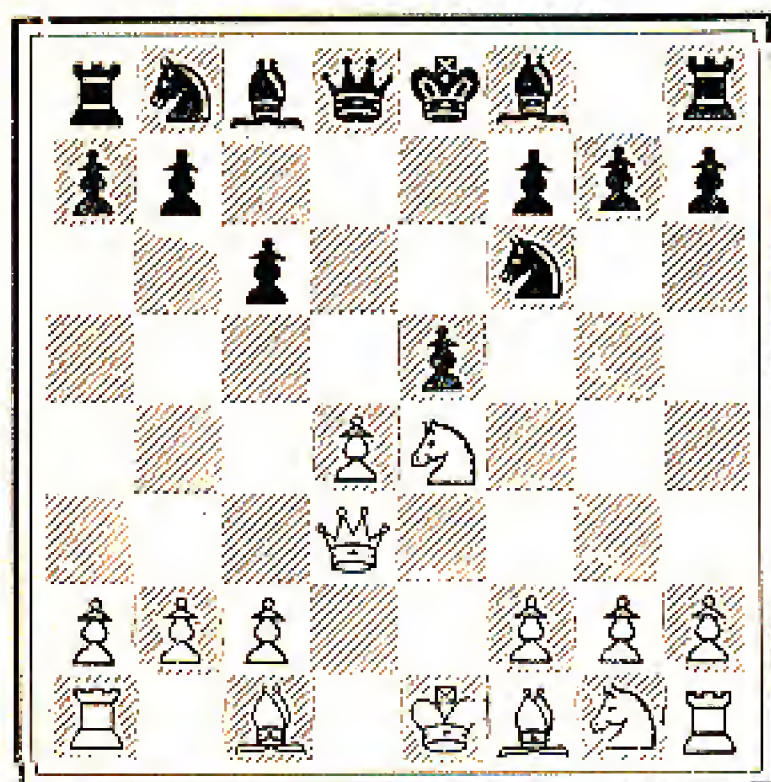
1 This 3rd example of a premature attack, played by two masters, bears a remarkable resemblance to the beginner's game on the previous page. Subtle refinements are added but the motif is the same. The game has started with the moves 1 P-K4, P-QB3; 2 P-Q4, P-K4.



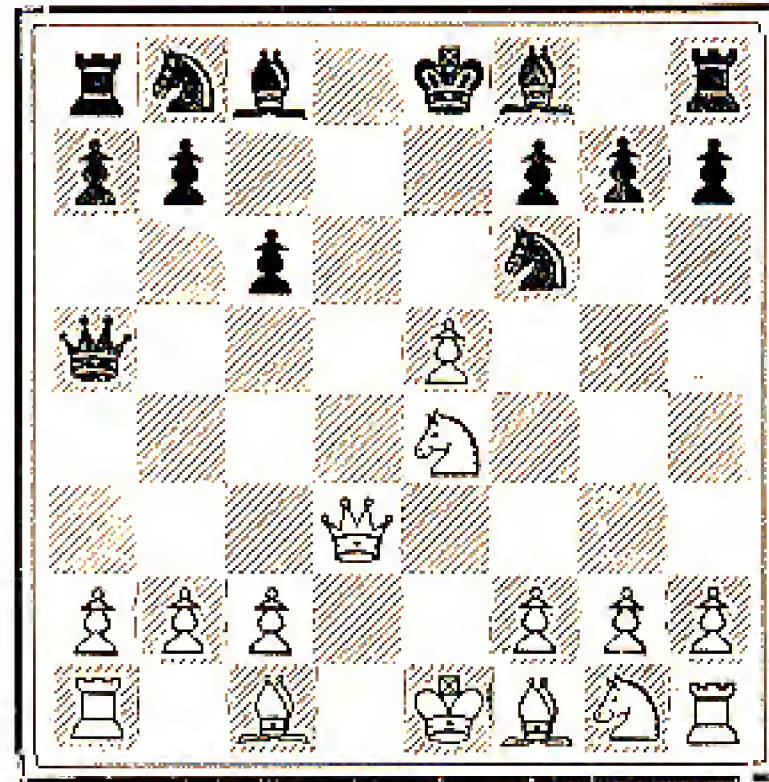
2 This is an opening we have not seen before. It is called the "Caro-Kann Defense." Black was threatening White's KP, so White guarded the Pawn by developing a piece, playing Kt-QB3. Black then captured the Pawn.



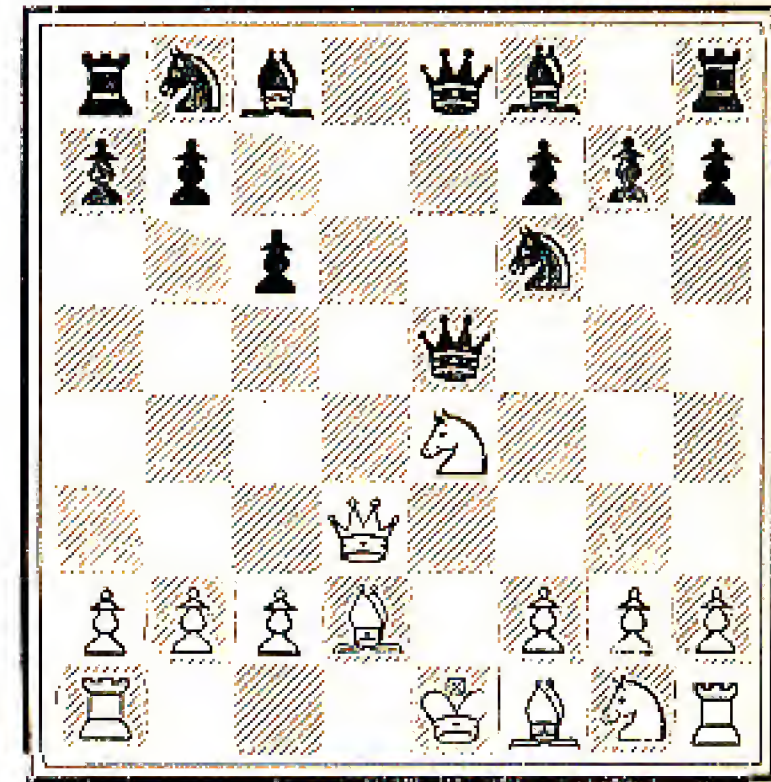
3 White recaptured with his Kt and completed the exchange of Pawns. Now Black has played Kt-B3. His object in making this move is to challenge White's Kt which occupies a strong central position. He forces White to answer the threat of KtxKt.



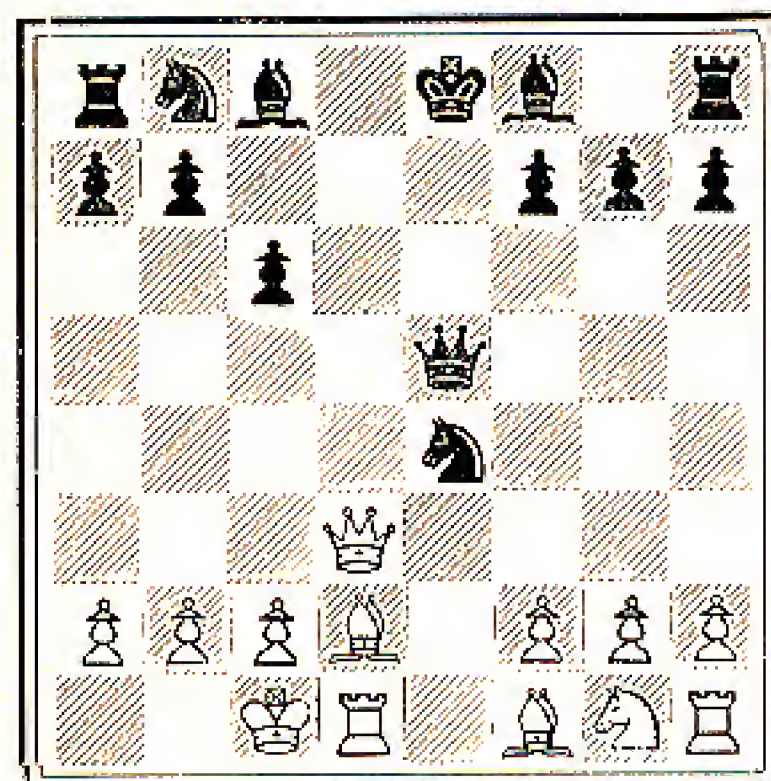
4 To move his Kt away would have been a waste of time and capturing KtxKt would merely aid Black's development (after KtxKt, KPxBt) so White has played Q-Q3, defending the Kt, and Black has played B-K4. White's Q move does not violate principles as he is not wasting time.



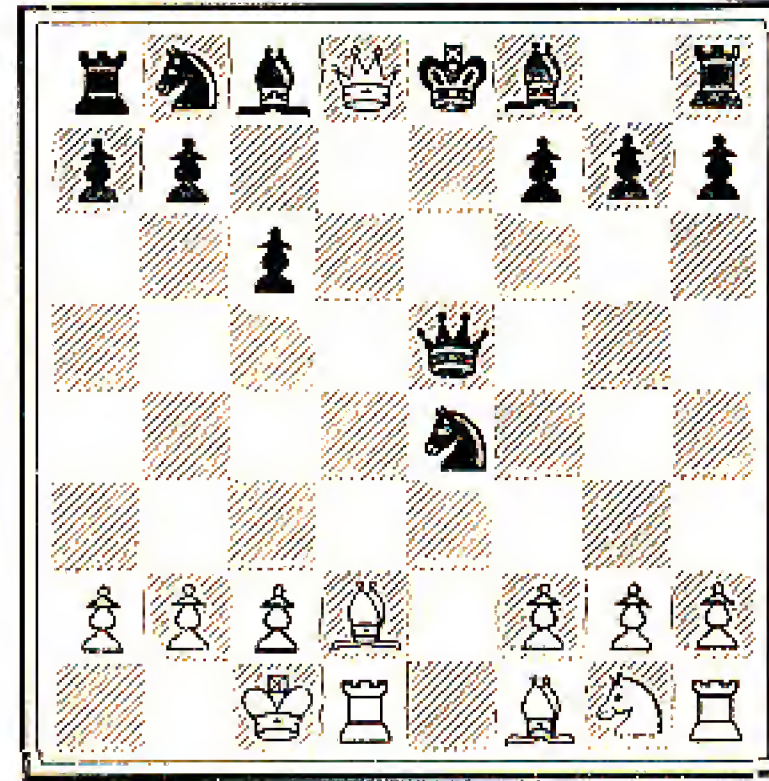
5 Black's last Pawn move was not good as White can capture it and Black must then lose time with his Queen in order to recapture. As shown above, White has played PxP and Black has played Q-R4ch to be able to regain the lost Pawn.



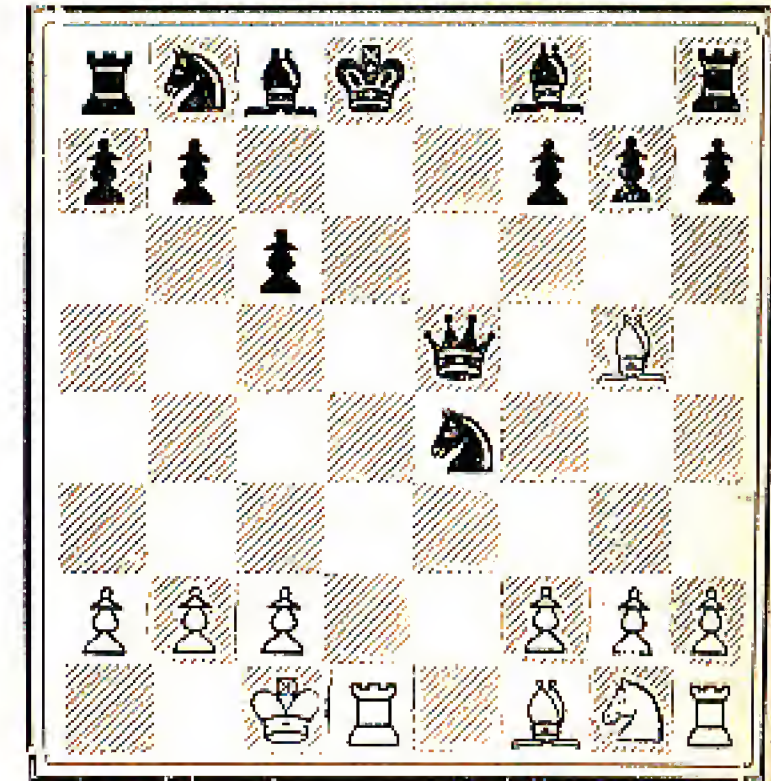
6 Now White has gained a move (time) by playing B-Q2, getting out of check and developing a piece, while Black makes a 2nd move with his Queen to recapture the Pawn (QxKP). Now we see that the purpose of Black's maneuver is to win material by attacking the pinned Knight.



7 But White demonstrates that this is a premature attack. He has castled and Black has played KtxKt, winning the Kt but losing the game! Black's attack is more subtle than in the previous game and the refutation more brilliant, but the same principles apply.



8 White has played Q-Q8ch!! By this brilliant sacrifice of the Queen, White demonstrates that Black, in failing to observe the principles of opening play, has left himself exposed to a counter-attack which ends the game in startling fashion.



9 Black has played KxQ and White gives a deadly double check by playing B-Kt5! The finish is the same as in the last game, with this added refinement: if Black plays K-K1, then R-Q8 mate, or if K-B2, then B-Q8 mate. Moral: Premature attacks often boomerang.

Pawn-Grabbing with the Queen

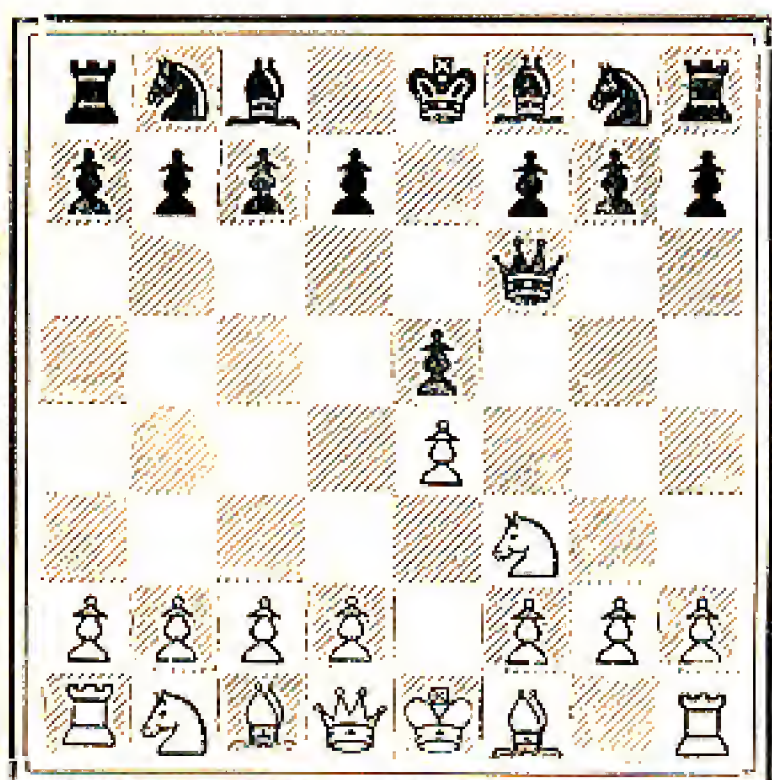
As illustrated by the foregoing examples, premature attacks often invite dangerous and decisive counter-attacks. The attacker concentrates on material gain when he should be attending to the real business of the opening—the mobilization of all his forces and the safeguarding of his King. The execution of his attack takes time — valuable time which should be devoted to development.

Some premature attackers go out for big game. They threaten mate, try to win a piece, or the exchange. They throw everything they have at their opponent, including the proverbial kitchen sink. Some of these attacks are hard to meet and call for skillful defense. Against weak players they often succeed. The attacks may be theoretically unsound but the defense must be accurate.

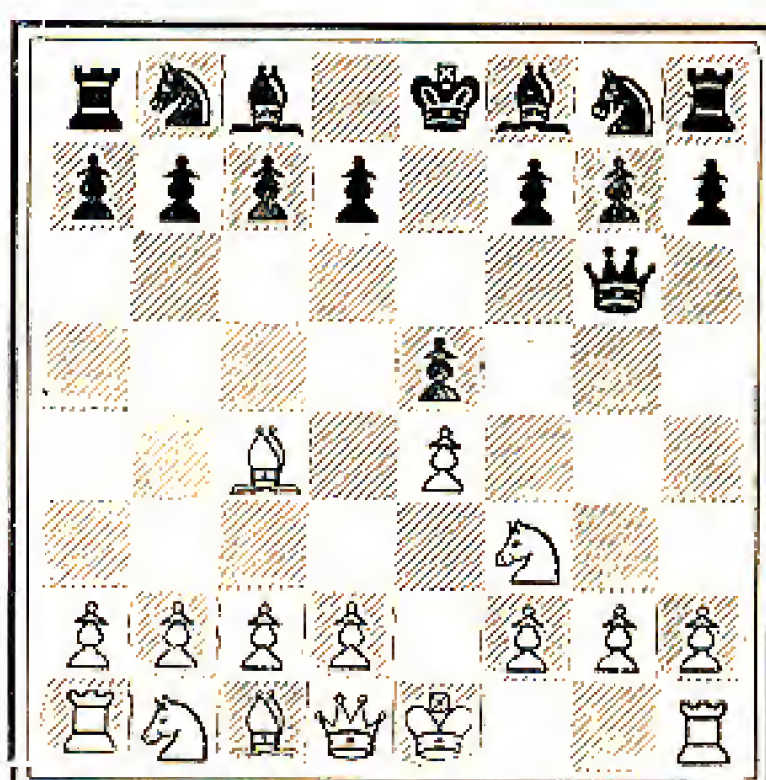
There is, however, another type of premature attacker who has no such lofty ambitions. He is the player who brings out his Queen as quickly as possible, hoping to win one or two Pawns with this powerful piece and then return to safety. The Pawn-Grabber does not expect to checkmate you, or win important material; he is just after a Pawn or two.

This type of premature attack is particularly reprehensible. The booty is so small — and the risk is so great. The Queen, like a large and powerful battleship without a convoy, is in constant danger if she is exposed to attack before the minor pieces have been developed. The Queen is far too valuable a piece to be risked in this fashion. Not only is time lost. The Queen herself may be lost.

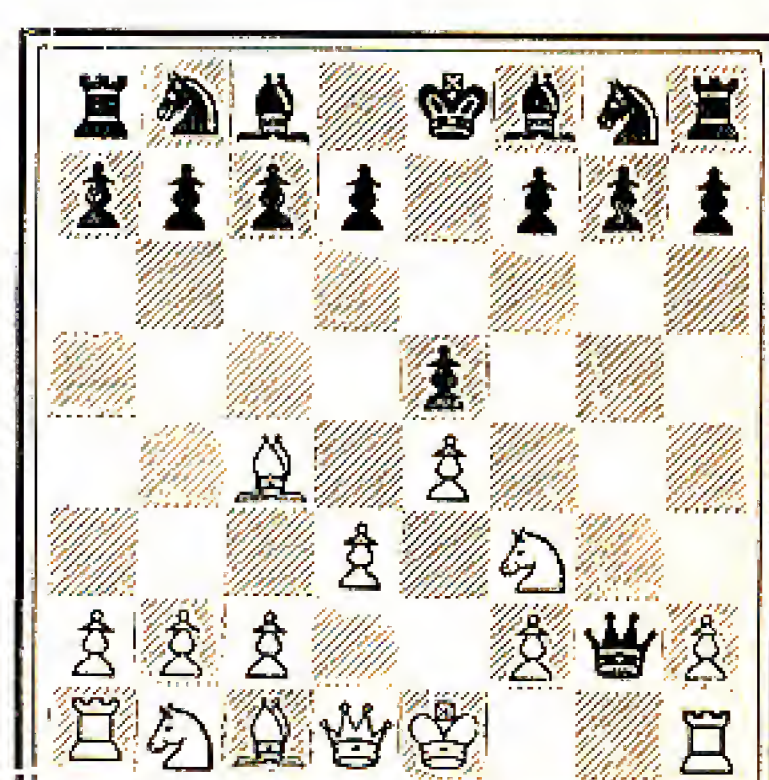
The following two examples illustrate the dangers of Pawn-Grabbing with the Queen.



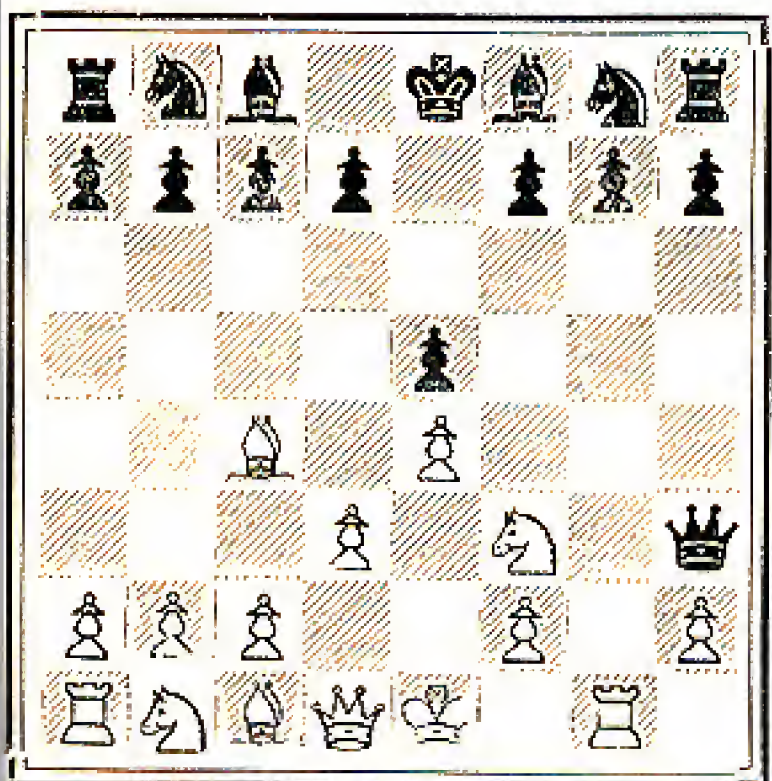
1 This game has opened with the moves 1 P-K4, P-K4; 2 Kt-KB3, Q-B3. Black's Queen move is premature and interferes with the development of the KKt. His objective is wrong. Good players develop their minor pieces first, then castle, then bring the Queen into play.



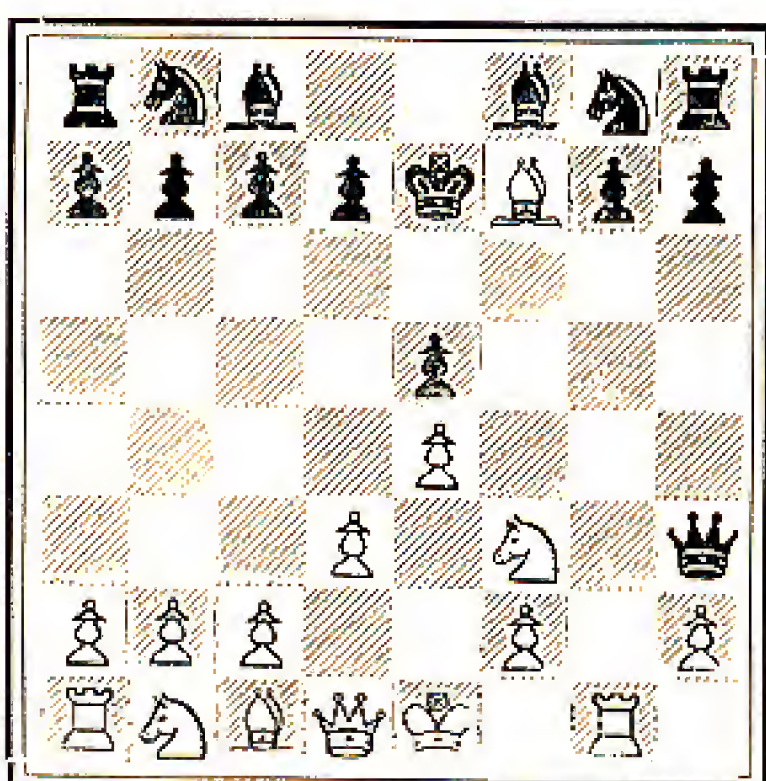
2 White has played B-B4, developing another piece, and Black has played Q-KKt3. Now we see that he brought out the Queen to win a Pawn. He is attacking the white KP and KKtP. But he is wasting time and rapidly losing the opening battle of mobility.



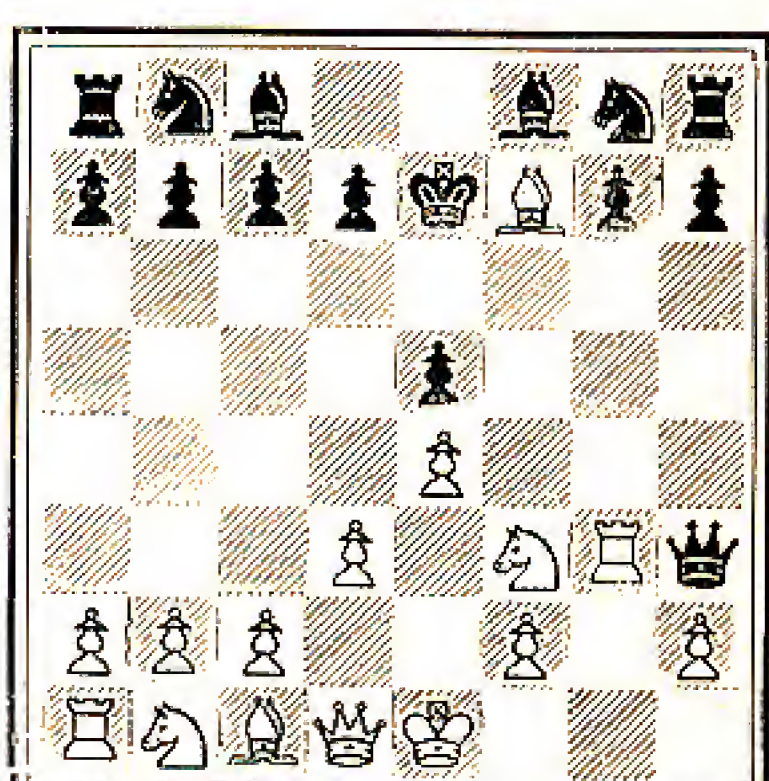
3 White has played P-Q3, protecting his KP and releasing his Q-Bishop which now becomes an active piece on the diagonal even though it has not yet moved. Black has played QxKtP, grabbing a Pawn with his Queen and wasting still another move.



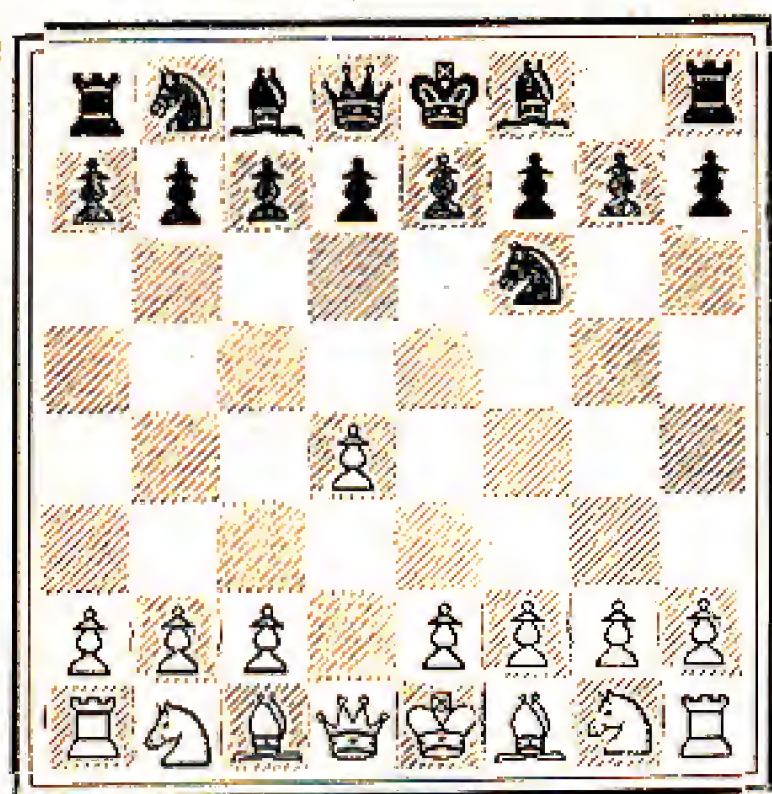
4 White is already far ahead in development and Black's Queen is exposed to danger. Now White has played R-Kt1, attacking the Queen and forcing her to move to R6. Note that with each move White has brought a different piece into active play, while Black has done nothing.



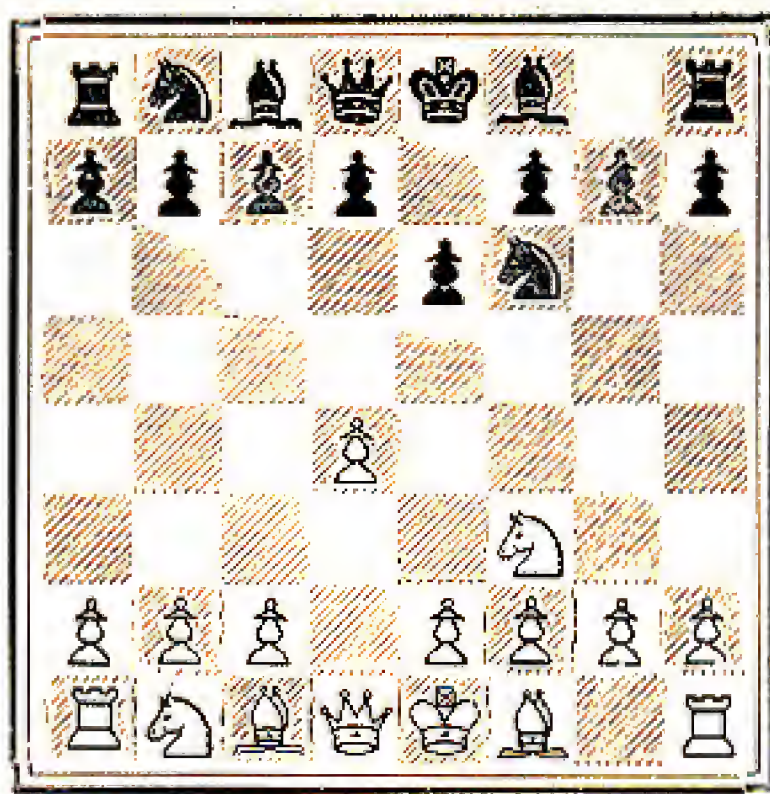
5 White now capitalizes on his development and the exposed position of the black Queen. He has played BxPch! — and Black has moved his King to K2. Black could not capture KxB as then White would play Kt-Kt5ch, attacking K and Q and winning the Queen.



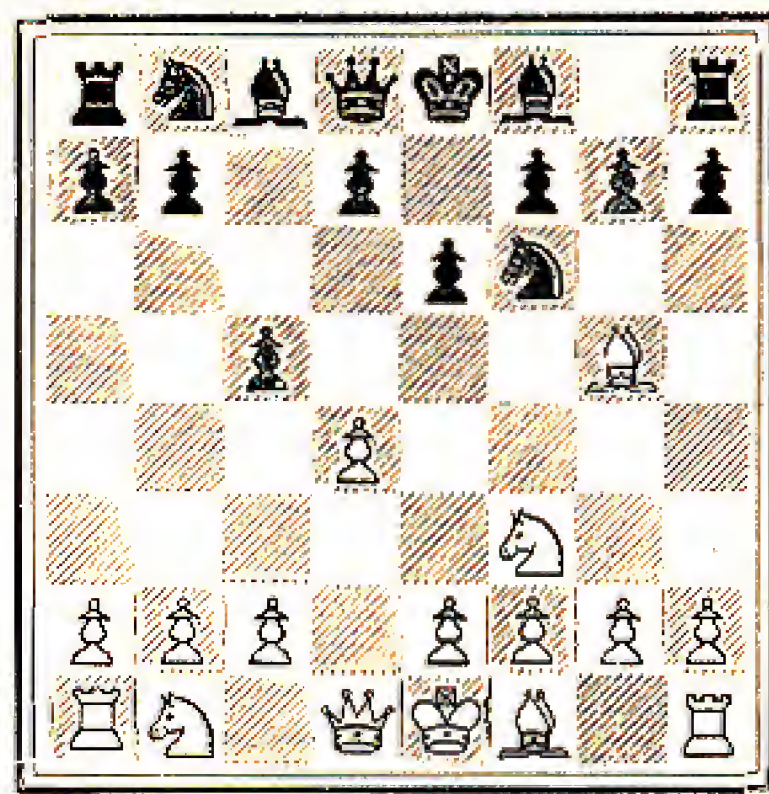
6 However, the Queen is lost in another way. White has played R-Kt3 attacking the Queen and there is no escape. Note that all the possible squares she can go to are guarded by the three pieces developed by White and by the unmoved but active Q-Bishop.



1 Here is another example of the dangers involved in Pawn-grabbing with the Queen. The game has opened with the move 1 P-Q4, which is as good a starting move as 1 P-K4 and is preferred by many masters. Black has played Kt-KB3.



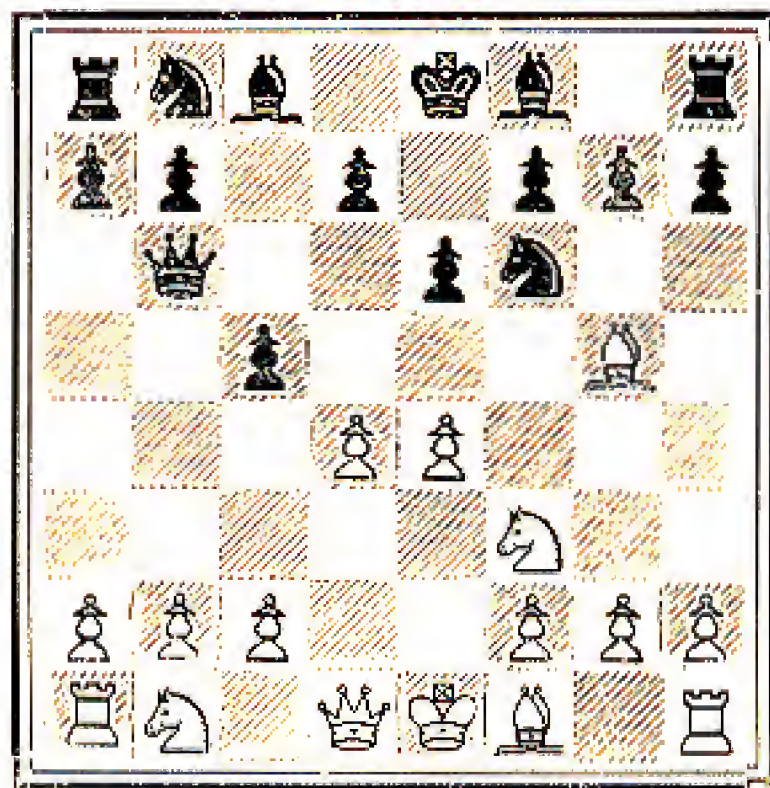
2 White has played Kt-KB3, developing a minor piece in accordance with the best principles of opening procedure. Black has played P-K3 in order to release his King-Bishop.



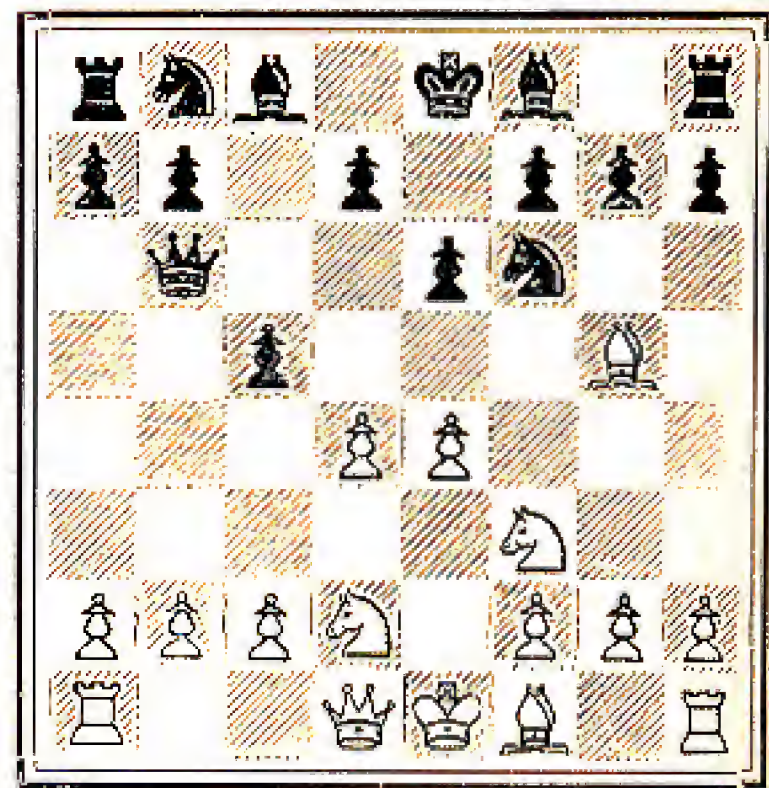
3 White has continued with B-Kt5, pinning the black Kt. White's Bishop was released by his opening Pawn move and is now posted on a strong square. Black has played P-B4, attacking White's center Pawn.



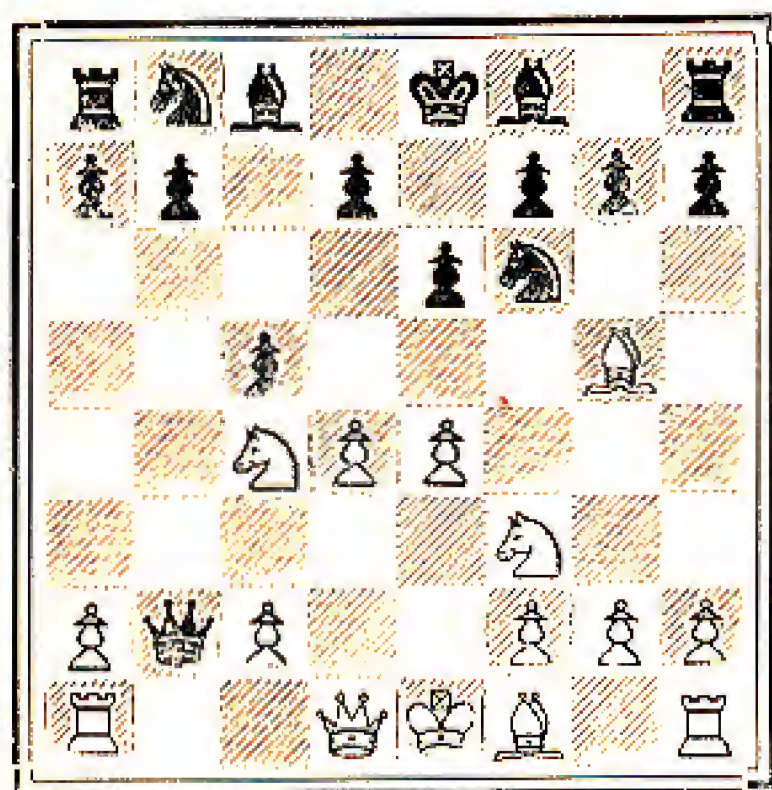
4 It would not be good for White to play PxP as this would aid Black's development by the recapture BxP. Instead White has played P-K4 and threatens to advance this Pawn to K5, attacking the pinned Kt. Black must do something about this threat.



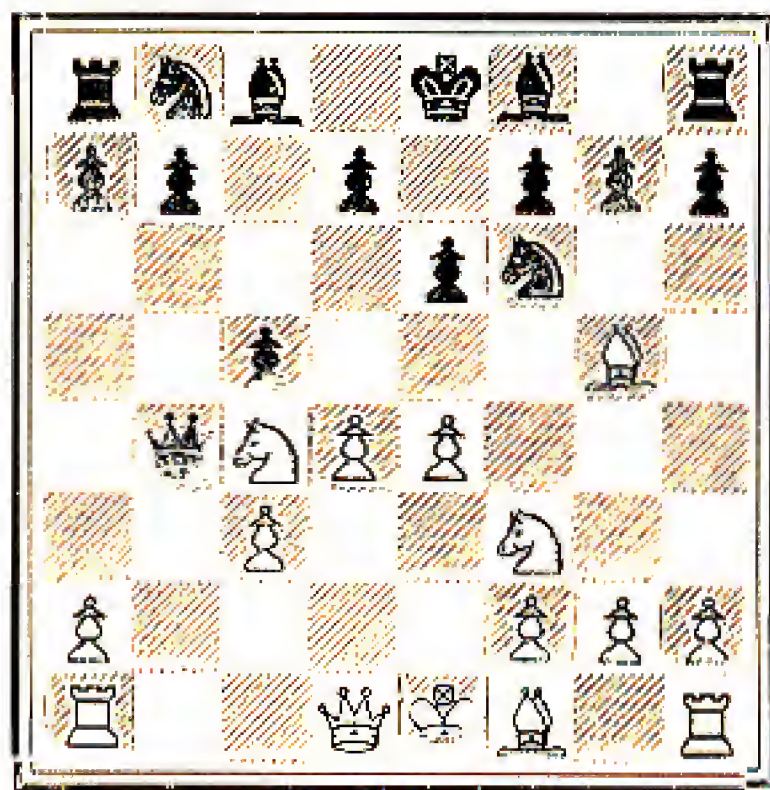
5 Black has played Q-Kt3. He does not bother about defense, but counter-attacks. His Queen threatens the KtP and his Knight, now unpinned, has his eye on the unprotected KP. White must lose a Pawn but which shall he save?



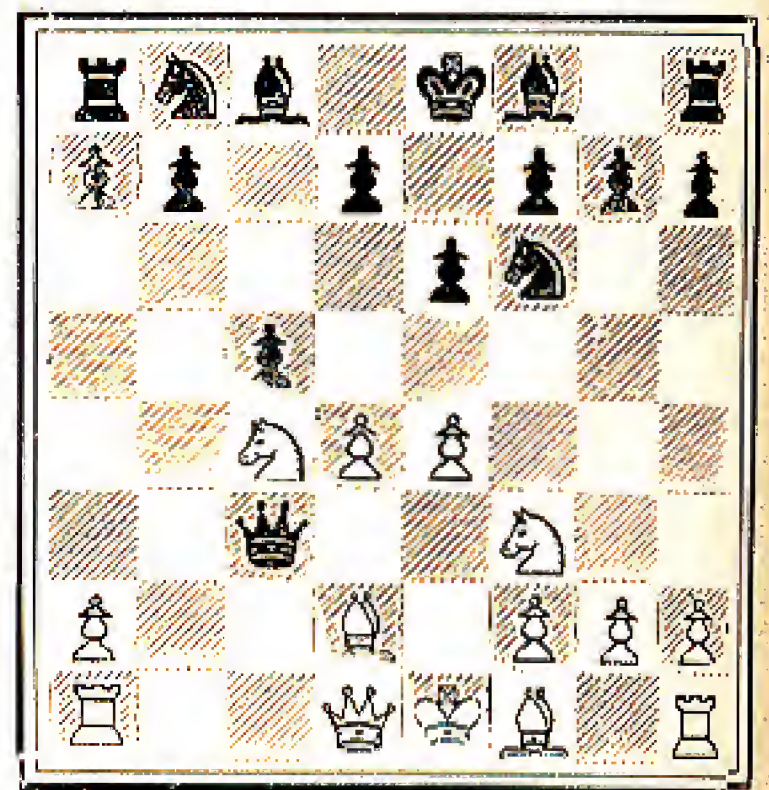
6 He protects the center Pawn by playing QKt-Q2. He realizes that if Black plays QxP he will be wasting time with his Queen and exposing the Queen to danger. Note, however, that White does not play Kt-B3 as then Black's QxP would threaten the Kt.



7 Black has played QxP, winning a Pawn but putting his Queen in a dangerous position. White has attacked the Queen by playing Kt-B4. Where can the Queen go? If Q-B6ch White plays B-Q2 and the Queen is lost. If Q-Kt4, White plays Kt-Q6ch, followed by BxQ.



8 The only move left was Q-Kt5ch to which White has replied by playing P-B3. Black had hoped for B-Q2 and his Queen could then go to R5, but now that square is covered by the white Queen and Black's Queen has only one move.



9 Black has played OxPch, his only move, and White has replied with B-Q2. Now the Black Queen is lost as there is no square of escape. Pawn-snatching in the opening, by the Queen or other pieces, is dangerous against an opponent who develops systematically.

The Two Knights' Defense

A Complete Analysis of the Opening

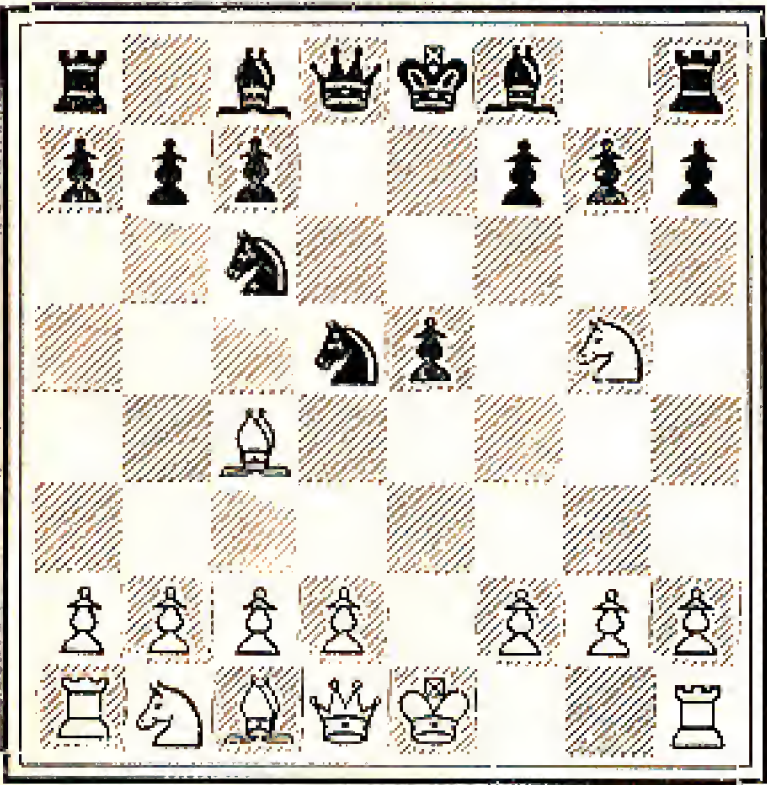
by ALBERT S. PINKUS

In this new series, which began in the October issue, Chessmaster Pinkus presents a thorough analysis of the Two Knights' Defense. Part 4 next month—in the January issue.—Ed.

PART THREE

We continue our analysis of the Classical Attack against the popular Two Knights' Defense. Following the outline given in the October CHESS REVIEW, we have discussed the Wilkes Barre, Lewis and Fegatello Variations and now take up four variations arising from substitute moves for the Fegatello 6 KtxBP. The opening moves are as follows:

- | | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-Kt5 | P-Q4 |
| 5 PxP | KtxP |



In this position, the four substitute moves are:

- | | |
|----------|--------------------|
| 6 Q-B3? | Diverse Variations |
| 6 Q-R5? | |
| 6 P-Q3? | |
| 6 P-Q4 — | Rio's Variation |

Diverse Variations

6 Q-B3 — a suggestion by Dr. Ercole del Rio of Modense, 1750, who condemned the Knight sacrifice in the "Fegatello" and preferred the move 6 P-Q4 (Rio's Variation). His analysis ran: 6 Q-B3, QxKt; 7 BxKt, Kt-Q5; 8 QxPch, K-Q1; 9 K-Q1 and he concluded that the game is in Black's favor. This is correct as, after 9 . . . B-Kt5ch; 10 P-B3, B-R4, White's game is hopeless. In a game from Ercole

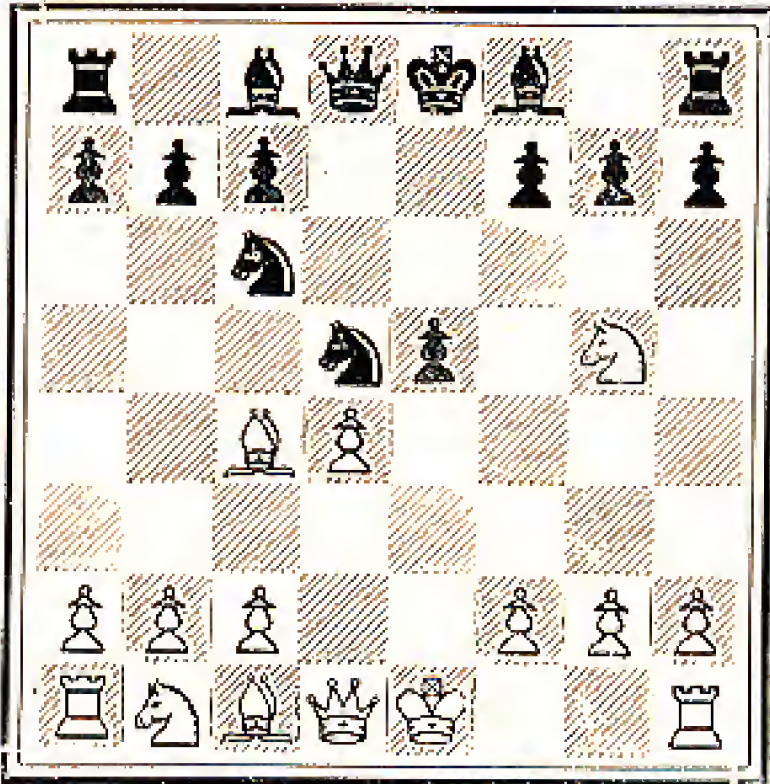
del Rio, the continuation was 10 B-B3 (instead of 10 P-B3), B-K3; 11 Q-R5, KtxB; 12 QxKt, B-KKt5 wins.

6 Q-R5 — analyzed by Bilguer in 1839 as a win for Black: 6 P-KKt3; 7 Q-B3, QxKt; 8 BxKt, Kt-Q5; 9 QxPch, K-Q1; 10 K-Q1, B-KKt5ch wins. The following continuation is from "Lehrbuch des Schachspiels" by Bardeleben & Mieses, 1894: 11 P-B3, B-KB4; 12 P-Q3, QxP; 13 Q-B6ch, B-K2; 14 QxRch, K-Q2; 16 QxKP, QxQBPch; 16 K-K1, B-R5ch and mate in one.

6 P-Q3 — a tame variation which resembles a transposition from the Bishop's Opening, except that White has played Kt-Kt5 instead of O-O. Black has two good continuations: 6 . . . B-Kt5ch; 7 P-B3, B-K2; 8 Q-B3, BxKt; 9 BxKt, O-O; 10 O-O, BxB; 11 RxB, B-Q2 with the better game; or 6 . . . Kt-Q5; 7 P-QB3, Kt-K3; 8 Kt-B3, P-KB3 with the better game. All the variations after 6 P-Q3 seem to be in Black's favor.

Rio's Variation

- | | |
|----------|--------|
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-Kt5 | P-Q4 |
| 5 PxP | KtxP |
| 6 P-Q4 | |



The move 6 P-Q4 forms Rio's Variation which was first published in 1750. It avoids the speculative "Fegatello" but leads only to a drawn game. Black's inferior continuations are:

6 . . . KtxP? 7 P-QB3, Kt-K3; 8 QxKt, KtxKt; 9 QxQch, KxQ; 10 BxKtch, winning a piece:

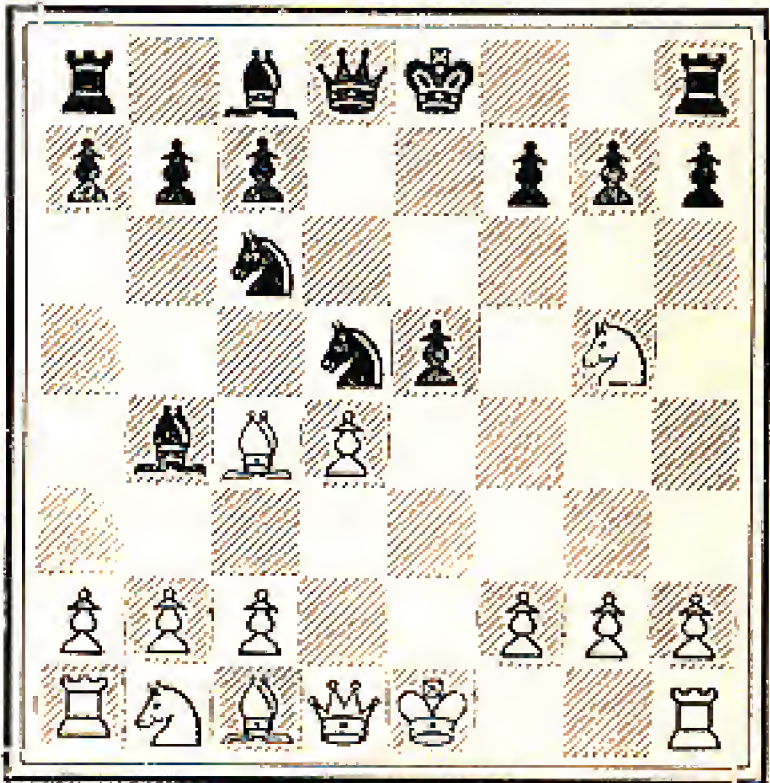
6 . . . PxP? 7 O-O, B-K3; 8 R-K1, Q-Q2; 9 KtxBP, KxKt; 10 Q-B3ch, K-Kt1 (K-Kt3; 11 RxBch wins owing to the threat of B-Q3 mate; or if 10 . . . K-K1; 11 BxKt wins); 11 RxB, R-Q1; 12 R-K1 with the better game; or 7 . . . B-K2; 8 KtxBP, KxKt; 9 Q-B3ch, K-K3; 10 R-K1ch, Kt-K4; 11 B-B4, B-B3; 12 Q-Kt3, Q-Q3; 13 BxKt, BxB; 14 P-B4 wins. However not 6 . . . PxP; 7 KtxBP? Q-K2ch; 8 Q-K2, QxQch; 9 KxQ, KxKt; 10 BxKtch, B-K3 with an equal game.

6 . . . B-K3; 7 KtxB, PxKt; 8 PxP, KtxP; 9 Q-R5ch, Kt-B2; 10 O-O and White's position is much superior. Not only has he the initiative and the advantage of Black's isolated Pawn, but also the possession of two Bishops which are very strong in open positions of this character.

6 . . . B-K2? 7 KtxBP, KxKt; 8 Q-B3ch, K-K3; 9 Kt-B3, Kt-Kt5; 10 Q-K4, P-B3; 11 P-QR3, Kt-R3; 12 QxPch, K-B2; 13 KtxKt, PxKt; 14 BxPch with three Pawns for the piece and an excellent game; or 9 . . . KtxP (this idea is also found in the "Fegatello"); 10 BxKtch, K-Q2; 11 Q-R3ch, K-Q3; 12 Q-Q3, P-B3; 13 B-K4, K-B2; 14 P-B4 with the better game.

Black's best continuation is 6 . . . B-Kt5 as pictured in the diagram below:

6 . . . B-Kt5ch



The previous variations all seem to fail for Black because of the annoying sacrifice at KB2. The move 6 . . . B-Kt5ch tries to avoid this sacrifice by forcing White to block the square QB3 and so shut out the triple attack on the pinned Knight at Q4, which usually occurs after the capture at Black's KB2. After 6 . . . B-Kt5ch, Black can play B-K2 with greater safety than before. The plausible continuations are:

- | | |
|------------|------|
| (1) 7 P-B3 | B-K2 |
| 8 KtxBP | KxKt |

| | |
|------------|-------|
| 9 Q-B3ch | K-K3 |
| 10 O-O | Kt-R4 |
| 11 Q-Kt4ch | K-B2 |
| 12 Q-B3ch | |

White can draw by perpetual check. Black should accept the draw in this line as the only other move 11 . . . K-Q3 is very speculative. Instead of 11 Q-Kt4ch, White can try 11 P-QKt3. KtxB: 12 PxKt, Kt-Kt3; 13 Kt-Q2 (if 13 P-Q5ch, KtxP; 14 PxKtch, QxP and should win), R-B1; 14 Q-K4, K-B2; 15 QxRP, R-R1; 16 Q-K4, PxP; 17 PxP, B-Q3 and should win.

Instead of 10 . . . Kt-R4, Black has a winning try with 10 . . . B-B1; 11 R-Q1, Kt-K2; 12 QB-Kt5, P-B3; 13 PxP, Q-K1; 14 BxKt, Kx B; 15 BxKt, PxP; 16 QxP, Q-B3 with an unclear position, but I believe the two Bishops should win. In this try, White may have other lines of play, but the drawing line of 10 . . . Kt-R4 is sufficient to make the main variation sound.

| | |
|------------|------|
| (2) 7 P-B3 | B-K2 |
| 8 PxP | BxKt |
| 9 BxKt | BxB |
| 10 BxKtch | PxB |
| 11 QxB | B-R3 |
| 12 Q-K3 | O-O |
| 13 Kt-Q2 | Q-Q4 |

Black has ample compensation for the pawn.

| | |
|------------|--------|
| (3) 7 P-B3 | B-K2 |
| 8 Q-R5 | P-KKt3 |
| 9 Q-B3 | BxKt |
| 10 BxKt | O-O |
| 11 O-O | BxB |
| 12 RxB | Q-Kt4 |
| 13 Kt-R3 | B-Q2 |

Black has gained equality.

| | |
|--------------|-------|
| (4) 7 Kt-QB3 | O-O |
| 8 O-O | Kt-B3 |

The chances are even. Here Black should not play 8 . . . Ktx Kt? as 9 PxKt, BxP? 10 Q-Q3 wins a piece.

In this line (4), the move 7 . . . O-O avoids many complications. Inferior is 7 . . . KtxP? 8 O-O, P-QB3; 9 R-K1 and White's position is strong. However, enterprising players may like some of the following ideas, after 7 . . . KtxKt:

7 Kt-QB3, KtxKt; 8 Q-B3? Kt K5ch; 9 P-B3, KtxKt; 10 BxKt, QxB; 11 QxPch, K-Q1 wins.

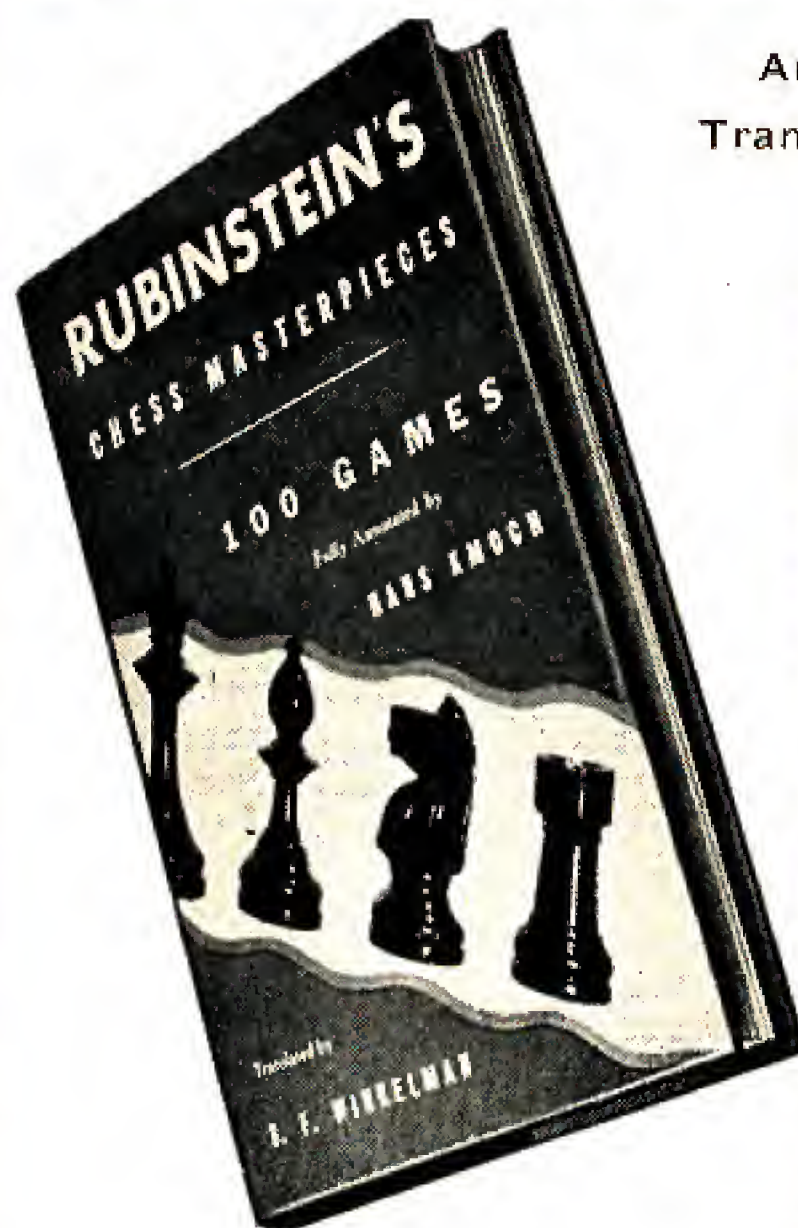
7 Kt-QB3, KtxKt; 8 BxPch, K-B1; 9 PxKt, BxPch; 10 K-B1, QxP; 11 Q-B3, B-KKt5; 12 Kt-K6ch, K-K2; 13 B-Kt5ch, K-Q3; 13 KtxQ, BxQ; 15 Kt-Kt5ch! wins; or instead 13 . . . K-Q2; 14 Kt-B5ch! K-B1 (not QxKt; 15 QxBch, and mates next move); 15 R-Q1 BxQ; 16 B-K6ch, K-Kt1; 17 RxQ, KtxR; 18 Kt-Q7ch, K-B1; 19 Kt-Kt6ch and draws by perpetual check.

After 15 R-Q1 in the above variation, Black can secure the better game by 15 . . . QxKt; 16 QxBch, K-Kt1; 17 B-K3, Kt-Q5; 18 BxKt, BxB; 19 QxP, R-KB1 with good prospects.

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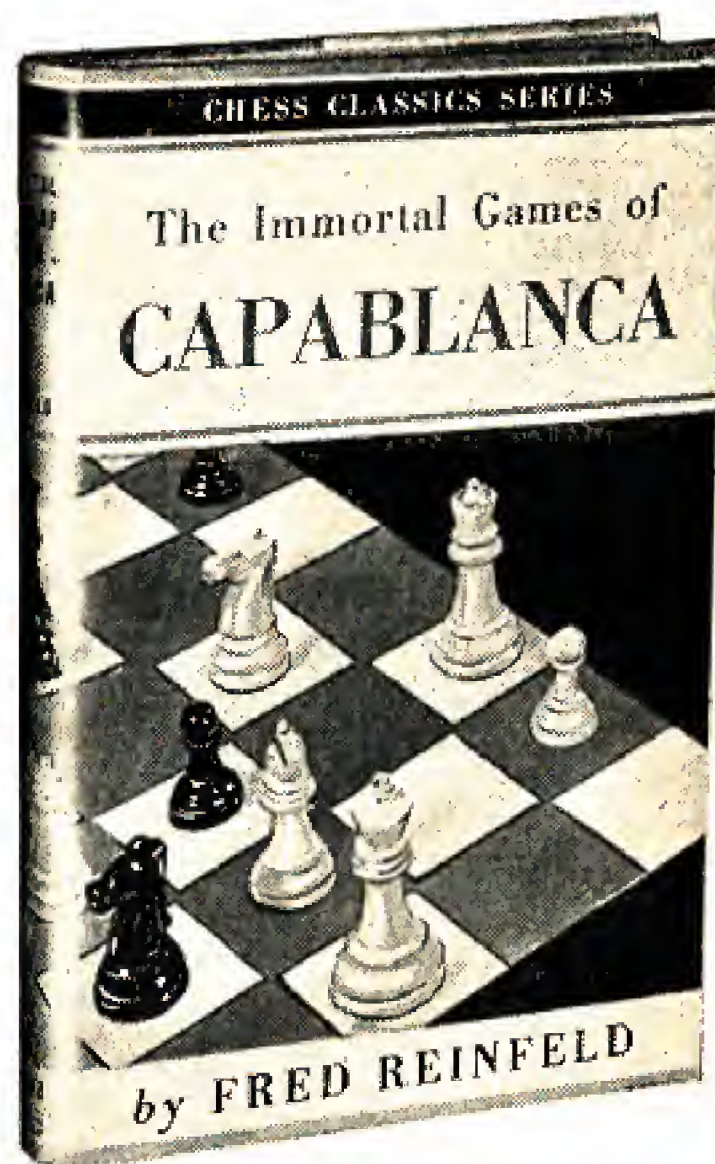
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With Our Postal Players

By JACK STRALEY BATTELL

Postal Chess Editor

CHESS REVIEW recently received a glad word from Lieutenant Nat Halper. As we had previously heard that he was sent overseas, we had reluctantly written him off the postal chess books, notified his opponents. Now, lo and behold! here he was writing to tell us he had NOT withdrawn, was actually four moves to the good against some opponents. And Nat addresses us from Iran, the Persia of "caviar, pomegranates and gazelle" (or such he claims as his diet there) while riding a jeep in and out of camel caravans, bearded Sikh warriors and tommy-gun totin' Russians!

Well, we are certainly delighted to hear that Lt. Halper is doing so well, can continue with his postal chess. But we are a bit perplexed, too, for by the same mail, we received a letter from Willis E. Brown of Monroe, Oregon, who says: My son is somewhere in the service. We tried to play chess, and the V mail censor either blots out the moves or sends the letter back. Other people play chess at a distance. Could you advise either the censors or myself that we can resume?"

We had to advise Mr. Brown that we have no appreciable influence on the censors. The War or the Navy Departments, however, might have; and perhaps in such cases a letter directed that way, explaining that it is a chess game, that playing chess is an aid to morale and that, if necessary, you would write out the moves, might lead to a more general recognition that chess moves are not really Japanese script or enemy code.

The Rev. William Sullivan, P.P., of Pouch Cove, Newfoundland, corresponded with the Newfoundland Censor as to the conducting of chess games by mail and received the following assurance (with qualification): "No objection will be taken by this Censorship to the sending of moves by mail but I would suggest that it be made clear that the text of the letter or postcard refers to moves in a chess game." And Yeoman First Class Rosenberger, USN, just

sent in a letter with a game score, that carried a "NOTE TO CENSORS" signed by his commander and certifying that the notation represented a postal chess game personally investigated by his commander.

So we would suggest that, if you suddenly cease to hear from an opponent who might have been sent overseas or just entering the armed services or who lives outside the territorial U. S., you can try corresponding with a note written in, to the effect that you are engaged in a game of chess by mail. You might also write out your moves rather than use chess symbols.

Censorship is one of our war headaches. Another is the frequency with which withdrawals come along. Opponents may be inducted into the armed services; those in the services may depart overseas without even a chance to notify their opponents; others are moving frequently because of war conditions or find that they no longer have time for chess. Mrs. Alice Darling with war work, care for her baby and house work combined could not keep up with her postal chess, but found time (not to mention the decent sportsmanship!) to write resignations to her opponents. A. Darling, indeed!

All we can do is counsel patience. There are valid reasons enough both for failures to reply and for withdrawals. Most of our postal players have been commendably patient. Many have withheld claims for forfeits on time, rather than risk offending an opponent who might be ill or have some other good reason for not answering. On the whole, the best procedure is to dispatch a tactfully worded "repeat" card, then, to notify the Postal Chess Editor, after a reasonable interval to allow for the mails to transmit the "repeat" and the opponent's reply. It is more courteous and considerate in the long run than to wait for weeks or months, then suddenly demand a forfeit on time. We think we are correct in assuming that postal players prefer to play their games rather than collect points by forfeit; and the procedure described will lead more surely and promptly to a correction of whatever is holding up

INTRODUCING . . . Mrs. W. R. Fenley of Maine



Mrs. Fenley is as active in postal chess as her son Carleton whom we presented last January. She writes: "Being one of a chess playing family, I learned to play and became very much interested in the game when I was quite young, but for many years . . . I played only occasionally, taking it up again more seriously when my son Carleton became interested.

"I never thought I would like playing chess by mail but my son talked me into entering a CHESS REVIEW tourney last year and I became interested right from the start. I enjoy my postal games so much now I would not think of giving them up."

Mrs. Fenley won second prize in her first tourney, 42-S9, has been undefeated since, scoring three wins, one draw in 42-S21, and four straight wins in Victory Tournament 43-V17. She is now playing in the Victory Semi-finals, 43-V105, has attained a fine Postal Rating of 1256 in Class A.

When postal player Alvin Boggis died, after becoming an apprentice seaman, it was Mrs. Fenley who, with warm human interest, sent to CHESS REVIEW most of the information we presented last month. In many such ways, Mrs. Fenley shows a human as well as chessic interest in fellow postal players.

the opponent's reply and to resumption of play than will a silent but impatient period of waiting. Note, too, the rules do not call for forfeit until the Postal Editor has notified the delinquent, and then only if the Editor receives no reply for 15 days or receives an inadequate explanation for repeated offenses.

We were questioned recently as to whether or not it is necessary to acknowledge an announcement of mate. We have no rule requiring such acknowledgment but it seems only decent courtesy and normal friendliness in correspondence to drop a card to the opponent in such cases. Or even to acknowledge receipt of a resignation. It costs only a penny, prevents any chance of misunderstanding and seems a natural part of any chessplayers' code of ethics. Acknowledging a mate is even more important, as your opponent, if he has any modesty, may well feel his mate is subject to your scrutiny. You might find a way out! So he may hold up his game report indefinitely, waiting to hear from you.

Prompt game reports, since we are on the subject, are important. We adjust postal ratings as promptly as possible; so we can be fair in grouping players for new sections, so ratings will reflect accurately upon winner and loser and so our published ratings will be as up-to-date as possible. Also, we try to dispatch prizes for section winners as promptly as possible and award places in Class tournaments to those players in Victory Tournament who have finished their schedules without qualifying for the Semi-finals. If we do not receive game reports promptly, such players are unfairly kept waiting. So dispatch a card announcing your wins or draws as soon as possible.

And please report your results accurately. An opponent may have resigned or been mated; then you report a win. If he has withdrawn, report it as a withdrawal; for it must be recorded quite differently from a win by the Postal Chess Editor and must be investigated to determine the withdrawing player's status in other games and other tournament sections. Your opponent may forfeit his game for failure to meet the time limit rule; but in such a case you will have put in a claim and received notice that the game will be forfeited to you after 15 days unless the opponent is heard from and excused. Such forfeits are recorded automatically, appear in game results published in CHESS REVIEW and need no further action on your part — unless you feel you have earned credit for postal rating, and then you send in the game score for adjudication.

Some of our postal players seem to be at a loss as to how to arrange a Challenge Match. The Challenge Matches are designed to provide a means of continuing a correspondence and chessie friendship (and rivalry) that may have been started in a postal tournament section. The challenger is normally expected to know whom he wishes to challenge and to communicate his challenge to the Postal Chess Editor. The Editor then writes to the suggested opponent. If the opponent declines the challenge (it must be remembered there are numerous valid and non-offensive reasons for declining), he can do so impersonally through the Editor. If he accepts, he writes to the challenger and settles on terms: the number of games (2, 4, 6 or 8); how much of an entry fee they are willing to subscribe; possibly that all games be required to follow a given opening; or whatever other conditions may be mutually agreeable. The players each report their agreement to the Editor, send in the entry fees and start play, each with White pieces in half the total number of games. The winner receives credit for the full amount of the total entry fees.

We would like to remind postal players not to send in game scores except for necessary adjudications, or for consideration for publication. When you do send in scores for those reasons, please label them

Postal Chess Game of the Month

CHESS REVIEW welcomes the submission of best played postal games for consideration for this Postal Game of the Month feature. Send clear and accurate scores and mark the scoresheet plainly "Submitted for Postal Game of the Month."

QUEEN'S GAMBIT DECL. — SLAV DEFENSE

From Victory Tournament Section 43-V39

WHITE: Mark Fair

BLACK: F. J. Klimas

White's play illustrates beautifully the full liberty of a King-side attack after the Pawn center has been secured.

| | | | |
|----------|--------|---------|----------|
| 1 P-Q4 | P-Q4 | 7 O-O | QKt-Q2 |
| 2 Kt-KB3 | Kt-KB3 | 8 R-K1 | Kt-K5 |
| 3 P-QB4 | P-B3 | 9 B-Q3 | Kt(2)-B3 |
| 4 Kt-B3 | PxP | 10 Q-B2 | KtxKt |
| 5 P-K3 | B-B4 | 11 PxKt | BxB |
| 6 BxP | P-K3 | 12 QxB | B-Q3?? |

Black has achieved the customary objective of easing his game by exchanges, should now try to break White's grip on the center. This ill-timed Bishop move in the face of P-K4, P-K5 is a fatal error.

| | | | |
|---------|-------|----------|-----|
| 13 P-K4 | B-K2 | 15 P-QR4 | ... |
| 14 P-K5 | Kt-Q4 | | |

With center and King-side under control, White curbs a possible attack on the base of his Pawn chain, makes difficult any counter-attack for Black on the Queen-side, while waiting for Black to commit himself.

| | | | |
|------------|-----|---------|-------|
| 15 | O-O | 16 R-K4 | Q-B2? |
|------------|-----|---------|-------|

Certainly not good, but what to suggest? 16 . . . R-K1; 17 . . . B-B1 prepares some measure of defense, but afterwards Black can never hope to loosen the throttling grip on the center (as by . . . P-B3) without incurring a hopeless weakness (e.g., a backward Pawn on the open King-file).

| | |
|-----------|------|
| 17 Kt-Kt5 | BxKt |
|-----------|------|

Forced, or 18 R-R4 follows. (e.g., 17 . . . P-KR3; 18 R-R4, BxKt; 19 BxB, P-KB4; 20 PxP e.p., KtxP; and Black has a hopelessly backward and isolated King Pawn—without having broken the King-side attack!)

| | |
|--------|--------|
| 18 BxB | P-KKt3 |
|--------|--------|

Creating a fatal weakness on black squares which White exploits. But a storm is inevitable, as some weakness could now be forced.

| | |
|---------|-------|
| 19 Q-R3 | Q-R4? |
|---------|-------|

But what has he?

| | | | |
|----------|-------|------------|---------|
| 20 Q-R6 | P-KB4 | 24 QxKtPch | K-B1 |
| 21 R-R4 | R-B2 | 25 RxP | RxR |
| 22 P-QB4 | Kt-B2 | 26 QxR | Kt-K1 |
| 23 B-B6 | Q-Kt5 | 27 B-Kt7ch | Resigns |

There is no prospect of counter-play: if 27 . . . K-B2; 28 B-R6ch wins; if 27 . . . KtxB; 28 Q-R8ch wins; or if 27 . . . K-K2; 28 B-R6ch, K-Q1; 29 B-Kt5ch, K-B1; 30 Q-Kt8! and (as . . . K-Q2?; 31 Q-B7ch wins everything!) wins King Pawn, clinches game.

clearly. To report results, game scores are not required.

There is one other possible reason for sending game scores. Jack W. Collins will analyze postal chess games for the nominal fee of \$2.00, thus offering postal players the valuable aid of having an expert criticize their games. As these games will not be published, you will have the benefit of his advice without any kibitzers being able to look in on your errors. When submitting such scores, address them to Jack W. Collins, care of CHESS REVIEW.

Prize Winners This Month

| Sec | Player | Prize | Score |
|--------|-------------------|-------|-------|
| 41-25 | R. M. Kelsey | 2d | 5½-2½ |
| 41-26 | I. Rivise | 2d | 6 -2 |
| 41-31 | W. Cook | 2d | 5 -3 |
| 42-S20 | E. Schmidt | 2d | 5 -1 |
| | F. J. Klimas | 3d | 4 -2 |
| 42-C5 | T. Rozsa | 2-3 | 4 -2 |
| | B. Rozsa | 2-3 | 4 -2 |
| 42-C6 | B. Klein | 1st | 5½- ½ |
| | F. V. McCullough | 2d | 3½-2½ |
| 42-C23 | R. Upham | 2-3 | 3½-2½ |
| | D. Wilner | 2-3 | 3½-2½ |
| 42-C28 | A. B. Humphrey | 1-2 | 5 -1 |
| | R. N. Plasterer | 1-2 | 5 -1 |
| | W. E. Gibson | 3d | 3½-2½ |
| 42-C30 | L. A. Salgado | 1st | 5½- ½ |
| | F. C. March | 2d | 4½-1½ |
| | H. E. Byers | 3d | 4 -2 |
| 42-C32 | H. Goldfeather | 1st | 6 -0 |
| | J. Brady | 2d | 5 -1 |
| | P. Randall | 3d | 3½-2½ |
| 43-C1 | W. E. Rudolph | 1st | 6 -0 |
| | W. C. Eisenbarth | 2d | 5 -1 |
| | Rev. B. Ross | 3-4 | 3 -3 |
| | J. B. Serrin, Jr. | 3-4 | 3 -3 |
| 43-C2 | S. J. Hankin | 1st | 5½- ½ |

Game Reports—Results to Nov. 6, 1943

1941 OPEN TOURNAMENT

| | |
|-------|--------------------------------------|
| 41-23 | D. Stauffer 1, M. U. Pratt 0. |
| 41-25 | R. M. Kelsey 1, Stauffer 0. |
| 41-26 | I. Rivise ½, J. A. Faucher ½. |
| 41-28 | H. T. Van Patten 1, A. G. Hodgson 0. |

1942 SECTIONAL TOURNAMENT

| | |
|--------|---|
| 42-S8 | A. Ozgo won from M. Allison, Jr. |
| 42-S11 | Correction: Ozgo 1, Choc 0 (not a forfeit). |
| 42-S17 | L. Herman withdraws, forfeits games left. |
| 42-S20 | E. Schmidt beats Pierce; Pierce withdraws. Correction: E. Schmidt 1, R. E. Koch 0. |

1942 CLASS TOURNAMENT

| | |
|--------|--|
| 42-C5 | T. Rozsa ties with Mrs. D. Muir. |
| 42-C9 | A. Weiss defeats Dr. B. Rozsa. |
| 42-C12 | J. A. Koch withdraws. |
| 42-C23 | Henry and Blackall forfeit to R. Upham. |
| 42-C28 | J. Liken withdraws, defaults to Plasterer. |
| 42-C29 | Reichenbach 1, Van Patten 0; Weiss 1, Spurr 0; Lt. Halper reinstated. |
| 42-C30 | Salgado defeats Liken and March; R. D. Grande withdraws. |
| 42-C31 | Correction: Vincent did not lose to Uberti; Roach 1, Uberti 0; L. Herman withdraws. |
| 42-C32 | Donnelly loses to Goldfeather, Brady and withdraws. |
| 42-C33 | J. P. Colley beats Salgado, Schuette; Liken withdraws; Salgado defeats Hopkirk; Yaffee loses to Schaeffer. |
| 42-C34 | Dr. Paul wins from Yerhoff by adjudication. |
| 42-C37 | Treiber beats Dean, Hall and by adj. Astrab. |
| 42-C38 | Pvt. Einhorn defeats Malowan. |

1943 CLASS TOURNAMENT

| | |
|--------|---|
| 43-C1 | Rudolph beats Eisenbarth, Serrin, Zaas and Ross; Liken defeats Zaas, withdraws; Serrin wins from Liken. |
| 43-C2 | Holladay ties, Brown, loses to Montgomery. |
| 43-C5 | Kenstad 1, Campbell 0; Dean ½, Burdick ½. |
| 43-C6 | Liken loses to March by forfeit, adjudication, and withdraws defaulting games left. |
| 43-C7 | Little beats Grande, Hartwell, Richardson; Hartwell beats Richardson, loses to Larson; R. D. Grande withdraws. |
| 43-C8 | Cohn loses to Oakley, withdraws. |
| 43-C9 | Henry 1, Schuette 0; Stillwell withdraws. |
| 43-C11 | L. M. Henry defeats P. G. Schaeffer, Jr. |
| 43-C12 | J. Wolf conquers J. Uberti. |
| 43-C14 | Berry 1, Clubb 0; Goodman 1, Schechter 0. |
| 43-C16 | Mulligan beats J. H. Beyer, MacGrady; Mac- Grady defeats Dolan. |
| 43-C17 | Bischoff wins from Randall. |
| 43-C18 | Sgt. Mills wins from Choc, Harris; Choc ties Beckman, beats Golgowski; Sgt. Marshall wins from Hutchinson; Hutchinson ties Golgowski. |
| 43-C19 | Sgt. Schiller beats Thompson, withdraws and loses adjudication to Kirkegaard; Benjamin 0, Russell 1; Kirkegaard 1, Thompson 0. |
| 43-C20 | Norris beats Kurrelmeyer, ties Estes, wins ad- judication from Naviski; Estes defeats Bischoff. |
| 43-C22 | Wright loses adjudications to Meredith, Burr. |
| 43-C23 | W. J. Bangs withdraws. |
| 43-C24 | H. E. Graham defeats Stuart Smith. |
| 43-C25 | Clayton Larson wins from Marshall Miles. |
| 43-C26 | Col. T. J. Johnston defaults remaining games; Werner beats Shapiro, loses to Sutherland. |
| 43-C27 | Wortman loses to Aks, Hankin; Hankin defeats Wysowski. |
| 43-C29 | T. Masters wins from M. Stevenson. |

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- 43-C30 Col. Johnston defaults remaining games; Hoyt beats Nedzela; Sgt. Marshall 1, DeFreytas 0.
43-C31 Serrin beats Schaeffer, loses to Schwartz.
43-C32 Dr. Barker beats Ingram, Rev. Ross; Meili beats Ingram, Goodman; Ingram loses to Zaas, and Rev. Ross.
43-C33 Strecker 1, Cobb 0; Calmel $\frac{1}{2}$, Tyde $\frac{1}{2}$.
43-C34 J. E. Bischoff wins from J. Nadel.
43-C36 Zeller wins from Knorr, Mrs. Mayo.
43-C38 Griffith 1, Hart 0; Lt. Halleck 1, Heald 0.
43-C40 Rev. J. L. Barrett defeats P. Palazzo.
43-C41 Feldman defeats Boyko, Davison.
43-C46 R. Meredith wins from D. Ward.
43-C49 Shelly Akers withdraws, defaults all games.
43-C56 R. B. Smith withdraws, defaults all games.
43-C58 W. R. Henning defeats R. Werner.
43-C69 G. M. DeWolf replaces Kaplan, withdrawn.
43-C73 A. G. Hall replaces J. Schechter.
43-C74 C. H. L. Schuette, II, replaces C. Glatz.

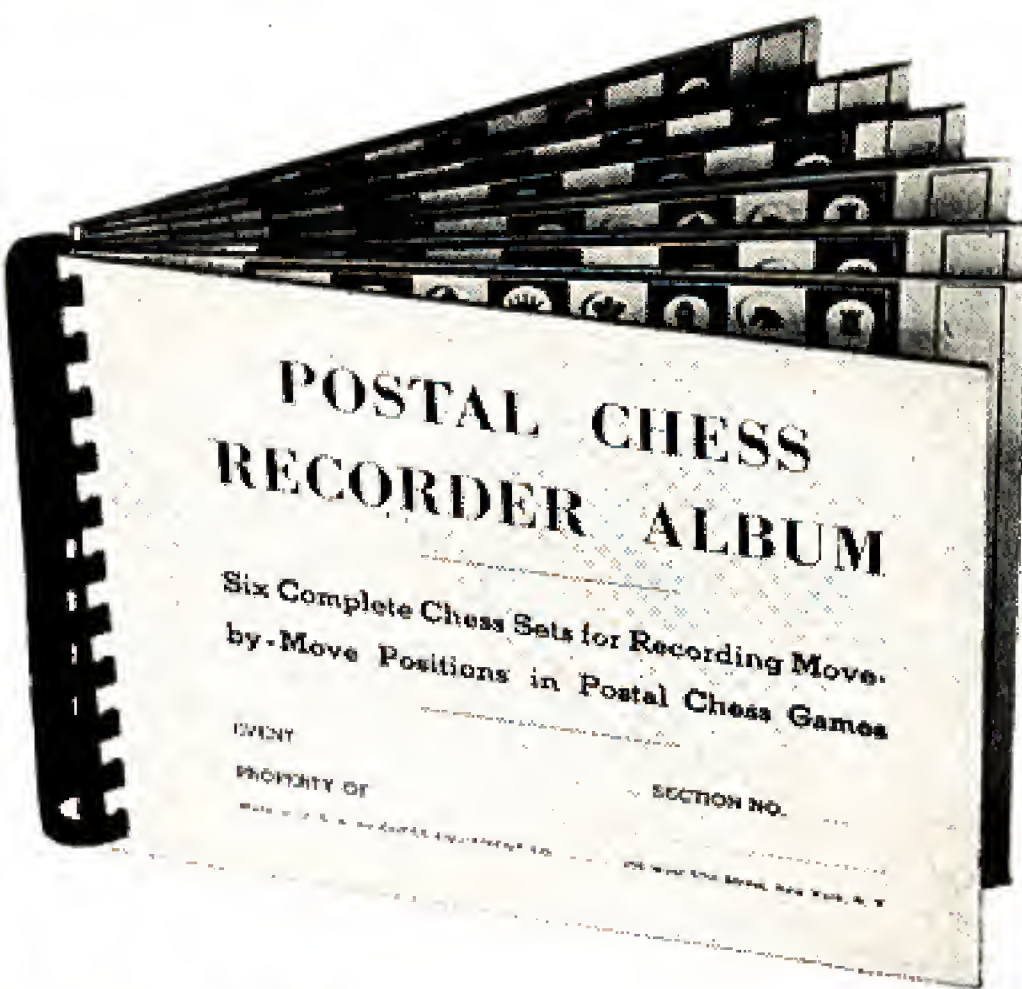
1943 VICTORY TOURNAMENT

- 43-V2 Newberry 1, Swiderski 0;
Adjudication: Plasterer 1, DeFilice 0.
43-V3 W. Tallmadge wins from E. Treend.
43-V4 Guher 1, Mitchell 0; Grande withdraws.
43-V6 J. Broome defeats Kelsey, withdraws.
J. Mager wins from Dr. Paul.
43-V7 W. J. Peters defeats E. Klein.
43-V8 Dr. Kaman defeats J. J. Little.
43-V9 R. Steinmeyer wins from G. Hall.
43-V10 R. J. Campbell beats F. O. Johnson.
43-V11 Brandstrom beats Hartwell, Shephard.
43-V12 Gillingham, Liken withdraw; Liken loses by forfeit and adjudication to Pearsall.
43-V13 CORRECTION: W. H. Steckel beats S. Akers.
43-V15 Bowman beats Hoyer, Liken, ties Marchand; Liken withdraws, loses adj. to Marchand.
43-V16 J. Liken withdraws, loses adjudication to L. M. Henry; J. P. Colley beats Dishaw.
43-V18 L. Borker wins from R. A. Shotwell.
43-V19 Scrivener beats Stroud, Currie, Lt. Bolotin, Warnecke and (adj.) Liken; J. Liken withdraws; Warnecke resigns all games left; Stroud loses to Currie, wins adjudication from Liken; Maj. Kemble beats Currie.
43-V20 Adjudication: Telsey 1, Krogoll 0.
43-V21 S. Wysowski defeats C. Schuette.
43-V22 Colley beats Parkman, McCullough; Liken withdraws, loses adj. to Parkman.
43-V23 Sokol beats Quereau, Shaw, loses to Greenfield; Greenfield wins from Shaw.
43-V25 R. C. Hall defeats G. S. Thomas.
43-V26 G. Garcia, L. Star withdraw; S. G. Weber wins adjudication from Garcia.
43-V27 Aks beats Brunet, VonSel, Look, Ferer and Rosenberger; Look beats Finnigan, Ferer.
43-V28 Bebb beats Michalsen, Pvt. Aiken; Biedel beats Gerwig, loses to Morrison.
43-V29 Owen, Reeves default to Echeverria; Grzyb defeats Wright.
43-V30 Farnsworth wins from Graham.
43-V31 E. A. Neal beats Elsmann, Gross.
43-V32 Neal beats Bolliger, ties Sandrin; Johnson ties Bolliger, loses to Neal.
43-V33 Serfozo beats Michels (adj.), Oeder, ties Wallace; Charles beats Wallace; Kolisch defeats Capt. Lowy.
43-V35 Dr. McFadden beats Bushnell, Capt. Lowy; Blumberg defeats Burdick.
43-V36 Woodle loses to McCarthy, loses adj. to D. Nieder, forfeits to Galluccio.
43-V37 Scharp beats Hutchinson, Finkelstein; Chauvenet Stafford defeat Finkelstein.
43-V38 J. E. Keys wins from J. Lesh.
43-V39 Estes beats Baker, Buerger, Fair, loses to Klimas; Klimas beats Addleston, Baker; Baker beats Addleston.
43-V40 Byrne loses adj. to Weibel, beats Stride, Bushnell; Weibel defeats Lasell; Bushnell wins from Sgt. Marshall.
43-V41 Lt. Cmdr. Davis resigns to Calmel, Kern, and withdraws; Wysowski beats Eichhorn.
43-V43 Sokoloff defeats O'Brien, Saxer.
43-V44 Hoehn 1, Kaula 0; Wright 1, Jenkins 0.
43-V46 Perrine beats Evans, ties Scrivener.
43-V47 R. D. Grande withdraws.
43-V48 Willner wins from Klein.
43-V49 Zielinski defeats Thoms.
43-V50 Oxley, Wood withdraw; Greene beats Larson.
43-V51 Rev. Catich beats Kroodsma, Wagner; Schroer beats Wagner; Simpson beats Kroodsma and Borden; Kroodsma withdraws.
43-V52 R. J. Campbell defeats E. M. Woodford.
43-V53 Spielberger 1, Dr. Paul 0.
Hildebrand 1, Vatsos 0.
43-V54 Ayers defeats Rev. Schick.
43-V55 E. Beyer loses to Maj. Fuller, Freedman.
43-V57 Kalbach defeats Neidhart, Dr. Spiegel.
43-V58 J. Levitan beats E. Beyer.
43-V100 Serrin defeats Little, loses to Palmer; Dayton, Palmer win adj. from Little.
43-V101 Hankin wins from Eastman.
43-V102 Phar defeats Benjamin.

CHALLENGE MATCHES

- S. J. Hankin draws two with J. H. Brown.
L. R. Chauvenet 1, Dr. B. Paul 0.

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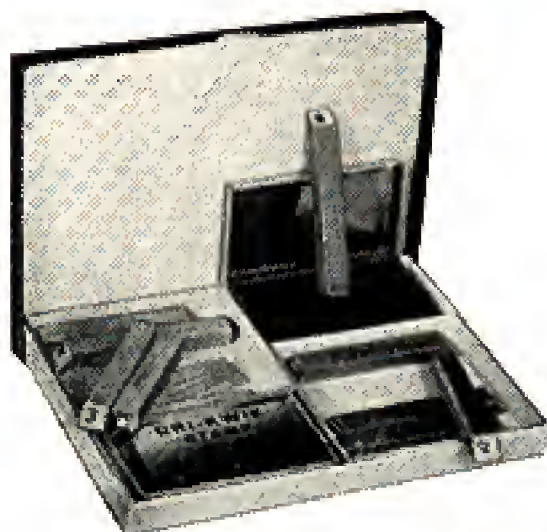
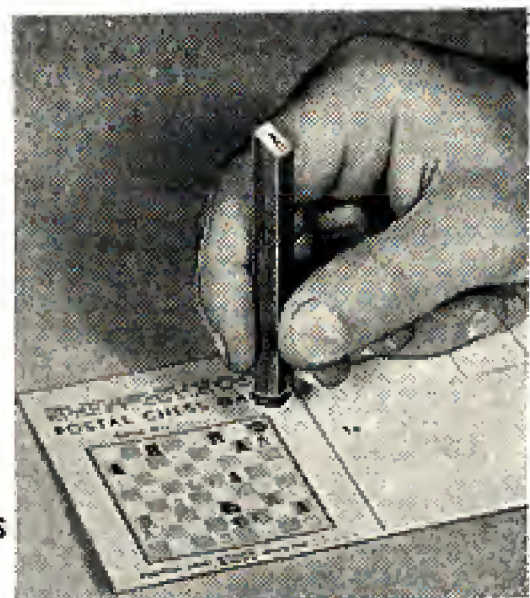
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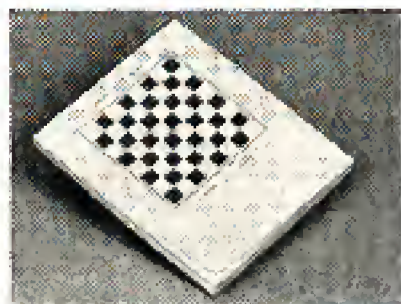


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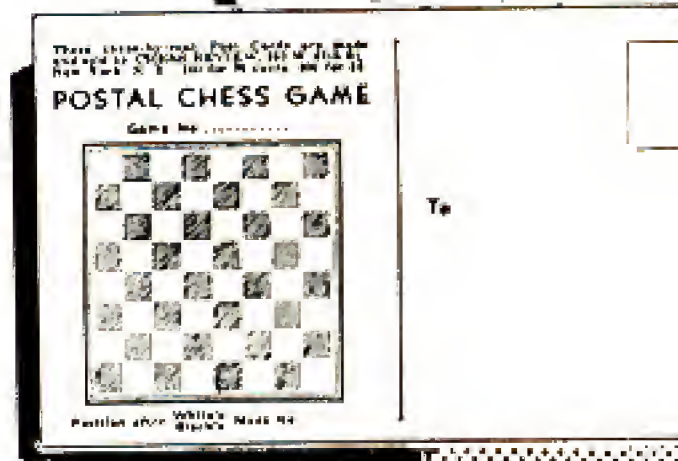
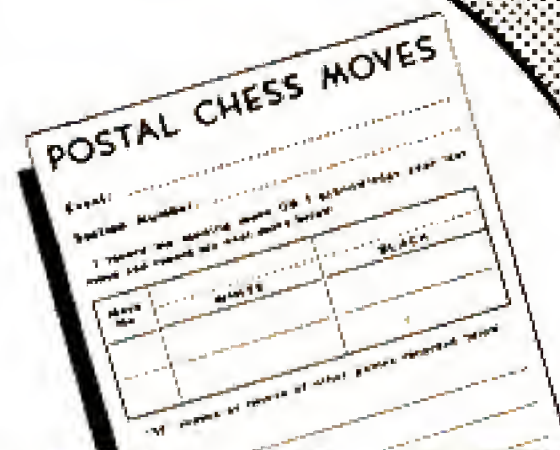
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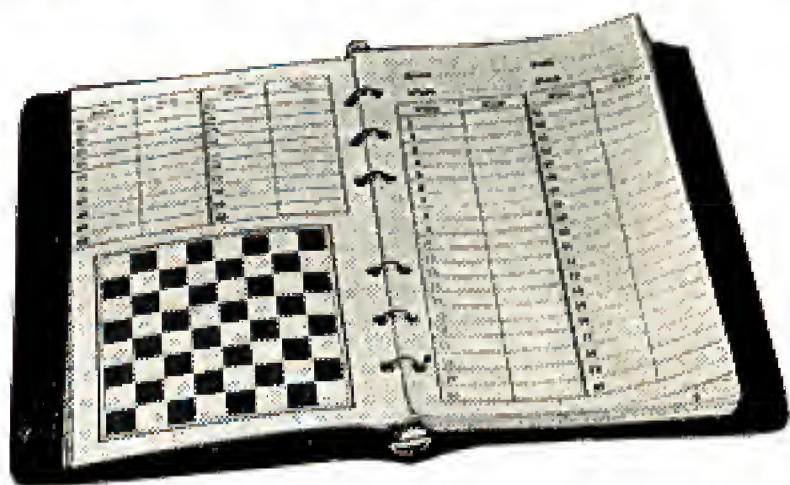
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Numbers after players' names indicate new ratings based on results of games reported between October 2 and November 6. No changes for unlisted names.

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|--------------------------|------|--------------------------|------|
| CLASS A | | Tallmadge, W. H. | 1014 |
| Aks, F. | 1288 | Thompson, D. | 1012 |
| Bischoff, J. E. | 1216 | Treiber, W. J. | 1130 |
| Borker, L. | 1354 | Van Patten, H. T. | 1074 |
| Bowman, I. H. | 1218 | Wallace, W. J. L. | 1048 |
| Catieh, Rev. E. M. | 1300 | Weibel, F. J. | 1098 |
| Dayton, E. | 1366 | Weiss, A. H. | 1064 |
| Einhorn, M. | 1252 | Willner, D. S. | 1072 |
| Fenley, Mrs. W. R. | 1256 | Wolf, J. E. W. | 1124 |
| Kirkegaard, Rev. | 1218 | Wortman, P. J. | 1072 |
| McCarthy, P. S. | 1236 | | |
| Michels, P. J. | 1208 | CLASS C | |
| Muir, Mrs. D. S. | 1244 | Addelston, A. | 800 |
| Neal, F. A. | 1212 | Aiken, R. | 876 |
| Palmer, M. H. | 1258 | Akers, S. | 824 |
| Phar, P. | 1340 | Astrab, S. | 910 |
| Reichenbach, H. | 1306 | Barker, Dr. R. E. | 952 |
| Rivise, I. | 1208 | Barrett, Rev. J. L. | 950 |
| Schroer, E. | 1212 | Beckman, F. | 884 |
| Spielberger, C. | 1218 | Berty, A. L. | 940 |
| Steckel, W. H. | 1278 | Beyer, J. H. | 880 |
| Wysowski, S. | 1224 | Blumberg, N. H. | 898 |
| Yerhoff, F. | 1246 | Bolotin, Lt. J. H. | 884 |
| | | Boyko, J. R. | 844 |
| CLASS B | | Brady, J. | 886 |
| Ayers, L. R. | 1086 | Broome, J. | 990 |
| Bebb, F. K. | 1180 | Burger, E. W. | 914 |
| Benjamin, S. J. | 1102 | Burdick, V. J. | 988 |
| Berg, R. | 1072 | Burr, H. | 858 |
| Brown, J. H. | 1008 | Bushnell, L. E. | 988 |
| Byrne, R. | 1000 | Calmel, L. R. | 886 |
| Campbell, R. J. | 1060 | Campbell, C. W. | 888 |
| Charles, A. C. | 1100 | Choc, L., Jr. | 834 |
| Chauvenet, L. R. | 1056 | Cobb, F. | 800 |
| Colley, J. P. | 1064 | Cohn, F. | 996 |
| Dean, Lt. P. L. | 1008 | Currie, J. C. | 832 |
| Eichhorn, J. | 1036 | Davison, W. R. | 848 |
| Eisman, J. | 1004 | DeFreitas, C. M. | 802 |
| Estes, W. K. | 1088 | Donnelly, B. | 806 |
| Fair, M. | 1034 | Eastman, P. R. | 978 |
| Faucher, J. A. | 1032 | Eisenbarth, W. C. | 916 |
| Fenstad, T. | 1036 | Evans, H. D. | 800 |
| Finnigan, J. | 1016 | Farnum, S. E. | 952 |
| Freedman, M. | 1104 | Feldman, H. | 938 |
| Fuller, Maj. L. | 1076 | Fenley, C. M. | 902 |
| Goldfeather, H. | 1060 | Garcia, G. | 934 |
| Graham, H. E. | 1032 | Gerwig, O. L. | 922 |
| Greenfield, W. A. | 1100 | Gillingham, G. S. | 828 |
| Guber, S. | 1010 | Goodman, H. | 828 |
| Hall, R. C. | 1048 | Greene, E. R. | 866 |
| Hankin, S. J. | 1178 | Griffith, R. H. | 950 |
| Henry, L. M. | 1038 | Gross, R. E. | 982 |
| Hildebrand, J. W. | 1042 | Grzyb, M. F. | 958 |
| Holladay, E. | 1094 | Hallock, Lt. R. T. | 950 |
| Hoyer, T. | 1076 | Harris, M. L. | 810 |
| Kalbach, J. C. | 1178 | Hart, H. | 850 |
| Kaman, Dr. H. | 1106 | Hartwell, T. | 816 |
| Keys, J. H. | 1068 | Heald, B. M. | 850 |
| Klimas, F. J. | 1114 | Henning, W. E. | 944 |
| Kolisch, R. | 1174 | Hodgson, A. G. | 846 |
| Leviton, I. | 1106 | Hoehn, A. | 998 |
| Little, J. J. | 1050 | Hopkirk, Pfc. W. H. | 962 |
| MacGrady, J. P. | 1000 | Ingram, C. | 908 |
| Malowan, W. | 1080 | Jenkins, F. M. | 890 |
| Marchand, E. W. | 1148 | Johnson, A. L. | 814 |
| Masters, T. | 1040 | Kaula, W. M. | 986 |
| Montgomery, R. M. | 1004 | Kelsey, R. M. | 948 |
| Morrison, G. L. | 1062 | Kern, E. E. | 880 |
| Mulligan, J. B. | 1012 | Klein, B. | 980 |
| Nadell, J. | 1058 | Klein, M. | 818 |
| Newberry, N. F. | 1012 | Koch, R. E. | 868 |
| Oakley, H. N. | 1074 | Krogoll, G. | 910 |
| Ozgo, Al, Jr. | 1068 | Kroodsmas, R. F. | 938 |
| Pearsall, A. G. | 1020 | Kurrelmeyer, L. | 912 |
| Perrine, G. H. | 1142 | Larson, C. M. | 956 |
| Peters, W. J. | 1168 | Larson, Clayton | 828 |
| Pratt, M. U. | 1016 | Lasell, C. C. | 818 |
| Roach, A. C. | 1056 | Lesh, J. | 992 |
| Rosenberger, D. A. | 1102 | Little, P. | 998 |
| Rozsa, Dr. B. | 1122 | Look, W. O. | 938 |
| Rozsa, T. | 1158 | Lyman, Mrs. H. | 884 |
| Russell, Cpt. F. E. | 1160 | Mager, J. | 982 |
| Salgado, L. A. | 1056 | March, F. C. | 952 |
| Sandrin, Pvt. A. | 1078 | Marshall, Sgt. S. | 886 |
| Schiller, Sgt. B. | 1016 | Mayo, Mrs. E. G. | 804 |
| Schmidt, E. | 1058 | McCullough, F. V. | 822 |
| Schuetz, C. H. L. | 1102 | McFadden, Dr. J. F. | 928 |
| Schwartz, C. | 1046 | Meili, J., Jr. | 948 |
| Scrivener, R. S. | 1124 | Meredith, R. | 916 |
| Serfozo, E. | 1134 | Michalsen, H. | 862 |
| Simpson, R. C. | 1134 | Mills, Sgt. L. J. | 988 |
| Sokol, P. | 1028 | Mitchell, N. W. | 854 |
| Spurr, S. H. | 1062 | Naviski, J. J. | 952 |
| Stafford, J. | 1096 | Nedzela, H. | 896 |
| Stauffer, D. | 1006 | | |
| Steinmeyer, R. | 1024 | | |
| Stevenson, M. | 1056 | | |
| Stride, E. | 1050 | | |

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|--------------------------|-----|
| Neidhart, P. W. | 830 |
| Norris, J. H. | 988 |
| Oeder, Dr. A. H. | 880 |
| Palazzo, P. | 850 |
| Parkman, M. F. | 906 |
| Paul, Lt. B. | 916 |
| Pierce, F. A. | 934 |
| Plasterer, R. N. | 864 |
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| Ross, Rev. B. | 840 |
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| Scharp, N. | 912 |
| Serrin, J. B., Jr. | 932 |
| Shaw, S. | 980 |
| Shephard, Dr. H. C. | 908 |
| Shotwell, R. A. | 936 |
| Sokoloff, H. | 990 |
| Spiegel, Dr. M. | 832 |
| Strecker, R. | 900 |
| Stroud, U. G. | 860 |
| Sutherland, R. | 818 |
| Telsey, D. | 968 |
| Thomas, G. S. | 876 |
| Thoms, J. C. | 850 |
| Tyde, A. F. | 854 |
| Vatsos, N. C. | 816 |
| Vincent, J. P. | 924 |
| VonSel, H. J. | 960 |
| Wagner, F., Jr. | 828 |
| Ward, D., Jr. | 946 |
| Weber, S. G. | 896 |
| Werner, R. | 802 |
| Woodford, E. M. | 818 |
| Woodle, B. T., Jr. | 886 |
| Wright, C. F. | 950 |
| Zeller, W. R. | 940 |
| Zielinski, E. C. | 956 |

| | | | |
|--------------------------|-----|--------------------------|-----|
| Class D | | Allison, M. H., Jr. | 766 |
| Baker, J. A. | 786 | Beyer, E. | 644 |
| Biedell, C. | 792 | Bolliger, H. J. | 796 |
| Bolliger, H. J. | 796 | Borden, R. W. | 788 |
| Brewer, J. A. | 766 | Brunet, J. M. | 780 |
| Burdick, J. S. | 788 | Clubb, R. | 760 |
| Davis, Lt. Cmdr. L. | 764 | DeFolice, J. | 754 |
| Dishaw, O. W. | 658 | Dolan, W. J. | 770 |
| Ferer, R. I. | 796 | Finkelstein, N. | 708 |
| Golgowski, H. W. | 672 | Grande, R. D. | 794 |
| Hall, G. | 744 | Hoyt, S. O. | 766 |
| Hutchinson, W. W. | 722 | Johnson, F. O. | 716 |
| Knorr, A. M., Jr. | 740 | Liken, J. | 676 |
| Lowy, Cpt. B. H. | 730 | Miles, Marshall | 668 |
| Moore, S. W. | 782 | O'Brien, W. F. | 674 |
| Randall, P. | 730 | Richardson, R. J. | 686 |
| Schechter, D. O. | 716 | Schick, Rev. W. F. | 642 |
| Schuetz, Pvt. C. | 552 | Shapiro, S. | 794 |
| Smith, Stuart | 790 | Swiderski, Lt. P. | 718 |
| Treend, E. I. | 790 | Uberti, J. | 720 |
| Warneck, J. L. | 682 | Wright, Ray | 748 |
| Yaffe, L. L. | 766 | Zaas, D. | 660 |

New Postal Players This Month

New players are issued approximate ratings eventually find their own level. These new players start as follows: **Class A at 1202:** V. Capurso, M. Danowitz, G. Larson, C. Scaravella, and (old member returned) J. Van Cleve; **Class B at 1100:** S. Berg, H. A. Browne, G. M. DeWolf, C. N. Fuglie, M. Goodrich, L. A. Hesse, Lt. A. B. Molmen, K. Ouchi, H. H. Reber, A. Turner, T. Weston; **Class C at 900:** J. T. Alexander, C. H. Bounds, R. Gilbert, C. Glatz, E. L. Hagerty, Cpl. W. Harris, P. Hart, A. Kaplan, J. Lorell, A. A. Mercer, R. Neulander, P. Newman, E. Rawls, F. G. Rose, W. Schmid, H. Shelinsky, C. J. Smith, M. Sternberger, D. B. Ward, Sr., B. T. Whitworth, R. K. Wilkoff; **Class D at 700:** A. F. Arendt, H. Baida, Rev. J. D. Banks, Josephine Beddore, B. B. Bickford, M. Black, Mrs. B. Blackwood, N. Boyton, P. J. Buckley, E. W. Chodl, J. J. Convery, N. Corngold, F. Delavan, H. DeMore, Capt. A. Dinin, M. A. Druet, Mrs. F. Frulkin, A. G. Hall, M. Kolin, G. J. Kostyk, T. R. Leach, M. J. Levitt, C. E. Muskall, N. J. Milford, Sgt. W. E. Pabst, R. A. Panburn, J. H. Pelly, C. D. Pierson, J. Schechter, Lt. L. Solomon, J. W. Somerville, Rev. W. Sullivan, J. A. Weatherford, W. Weinkauf, Pfc. A. Wouk, W. M. Wright.

Graduates to Victory Semi-Finals

W. J. Peters, E. Schroer filled out 43-V107. In 43-V108 the seven qualifiers are: J. H. Norris, S. Guber, F. A. Neal, F. Aks, H. Sokoloff, I. H. Bowman, E. Serfozo. F. A. Neal entered his second Victory Semi-final, 43-V109. The six other qualifiers are: R. S. Scrivener, W. H. Steckel, J. O. Hoy, W. A. Greenfield, J. P. Colley and W. H. Tallmadge.

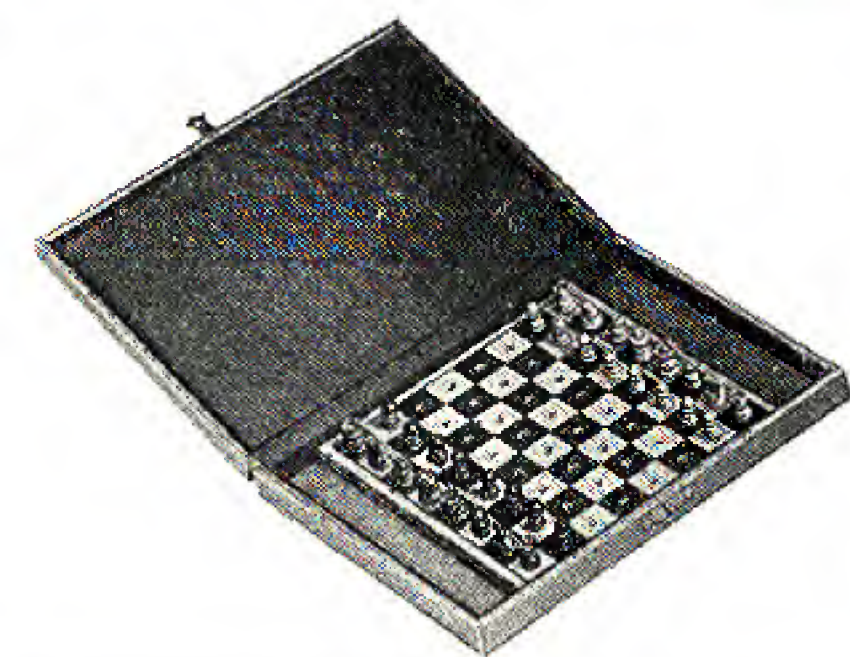
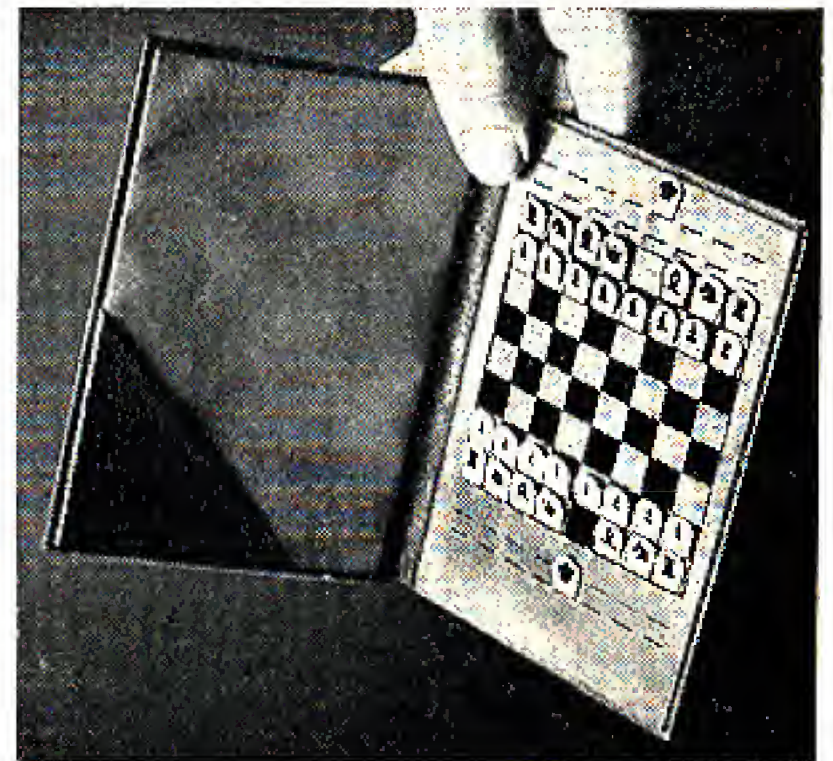
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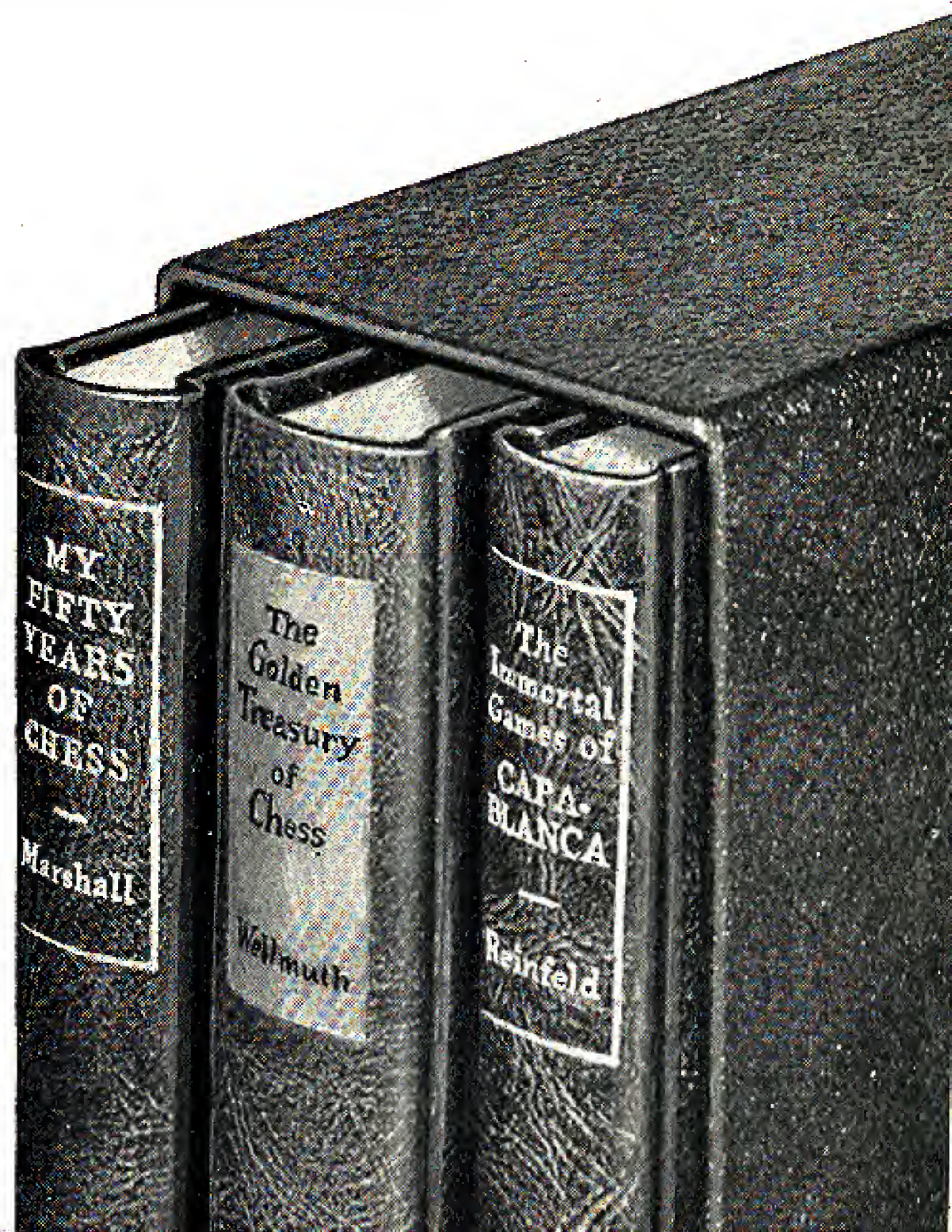
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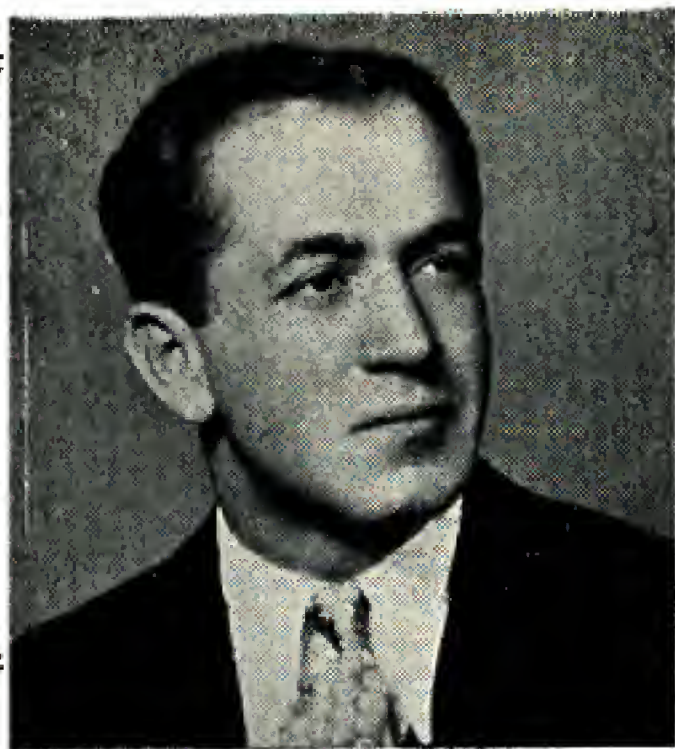
CHESS REVIEW

250 West 57th Street

New York 19, N. Y.

DECEMBER, 1943





P. L. ROTHENBERG
Problem Editor

PROBLEMS

Address all correspondence to Problem Editor P. L. ROTHENBERG, CHESS REVIEW, 250 West 57th Street, New York, N. Y. For personal replies, please enclose self-addressed, stamped envelope.

A Merry Christmas and Happy New Year!

Special greetings to those of our problem enthusiasts who are in the armed forces: Major H. M. Berliner, Pvt. Richard M. Bock, Pfc. William Borowski, Lt. W. R. Bundick, Pvt. Moses Einhorn, Pvt. Walter Froelich, Lt. Louis Gonzalez, Lt. Com. C. Halverson, Lt. Joseph A. Jones, Jr., Lt. Lawrence R. Klar, Pvt. Edgar T. McCormick, Pvt. Joachim Neumark, Pfc. Orville W. Nichols, Jr., Air Cadet Gilbert M. Plowman, Lt. Joseph Rauch, Ylc D. A. Rosenberger, Sgt. Julius Schmidt, Pfc. Herbert Seidman, Pvt. William F. Viveiros, Lt. Com. Joseph A. Wise, Cpl. Irving Zupnick.

The records may not be up to date, and I ask for the indulgence of those whose rank may be indicated incorrectly.

Christmas Solving Contest

The holiday season is here, gay time for the unusual and bizarre on our beloved 64 squares. May next year bring us more chess fun and victorious peace!

Again I want to encourage all readers to participate in the Christmas Solving Contest. (See page 409).

Nos. 2150 and 2151 are complementary settings which exemplify a rather pointed idea. Black moves first and HELPS White deliver mate in two moves. In the Helpmate the element of resistance, inherent in the ordinary problem, is converted into friendly cooperation. Of all phases of chess problem composition, the Helpmate is probably the most appropriate for the Christmas season: "... good will toward men."

In No. 2152 the stipulations are (a) White to play and mate in two moves, and (b) substitute White Grasshopper for White Rook and again White mates in 2. The Grasshopper has been seen to hop around the pages of CHESS REVIEW from time to time. It moves diagonally, horizontally & vertically one square BEYOND the nearest piece of either color. It depends on another piece for its mobility. The Black G on K8 can move to Kt6; the Black G on R2, to Kt8; the White G on R1, to B1 or R8; the Black G on Kt6 has no move. (Similarly, in No. 2157, the White G on R1 protects the White G on R6 which, in turn, can capture the Black R.)

No. 2153. White has just moved and he finds, to his great grief, that Black can play QxQ and win with ease. But if White is allowed to retract his last move, he can mate on the move. What was White's last move, and how does he proceed to execute the coup de murder?

Our witty Dr. P. G. Keeney presents a special holiday tidbit in form of No. 2154. You are asked to reconstruct the entire position on the basis of

the clues which follow: White—4 men: K, Q, B, B—the last 3 being already accounted for; Black—5 men: K, B, P, P, P. The White Q, QB & KB are, respectively, British, Soviet and U. S. Airmen; the White K is the bomb. The Black King is Hitler; the Black B is Nazi anti aircraft defense; the Black Pawns are Nazi airmen. 1 KxPch—Boom!! Nazi plane is downed and Hitler is forced to flee city ruined by the British: 1... K-KR7. Now comes a Soviet attack downing the second Nazi plane—2 KxPch Boom!! Again Hitler flees ruined city: 2... K-KR6. Finally comes the American coup de grace, 3 KxP Boom!!! mate, and Hitler is Kaput.

No. 2155 is a Decalet, dedicated to CHESS REVIEW, calling for (a) Black to play and HELP White mate in 2 moves, and (b) Black to do the same after all pieces but Black P at K2 are moved down the board one square each.

Nicholas Gabor believes No. 2156 to be much more difficult than it appears. What say you?

As in No. 2153, in No. 2157 White also takes back his last move and mates in one move. This, by the way, is not as difficult as it seems. There's a cute trick.

In No. 2158 a White man has been physically removed from the board. (Please note that the White man has not been captured by a Black piece, but has been taken off the board.) Replace it. White then mates in 2 moves. Also, account for Pawns on QR file.

No. 2159. White retracts his last move and makes another move instead. Black is then forced to mate White. What was White's last move and what move does he make instead?

Full continuations are required for all problems. For No. 2154 send diagram of original position.

August-September Solutions

(Maximum Credit — 26 Points)

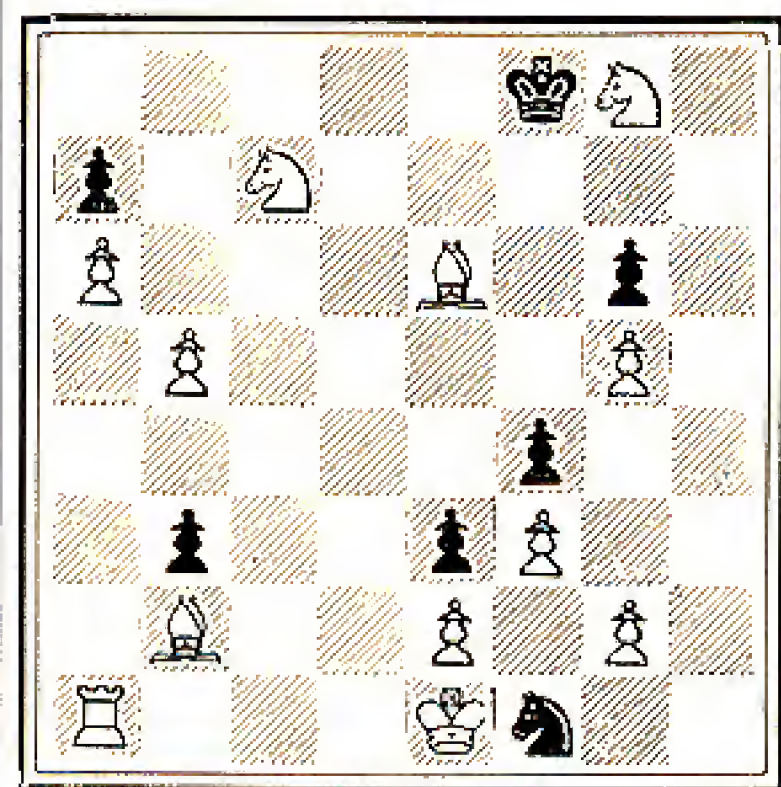
2110: Q-Kt2. 2111: Intention — R(Kt1)-Q1. Cook — R(Kt1)-K1ch. (This is an elegant problem which can be easily remedied, it seems, by placing a Black Kt on Black's KKt8 and moving White R(Kt1) to QKt2. Key — R-Q2.) 2112: Q-R1. 2113: Q-R3. 2114: K-Q7. 2115: Q-B5. 2116: 1 Kt-R8, K-R2; 2 R-Q7ch etc. 1... K-R3; 2 R-Kt4, etc. 1... K-Kt1; 2 R-Kt5ch etc. 1... K-B1; 2 R-K7 etc. 1... K-B3; 2 B-Q5ch etc. 2117: 1 B-Q8! P-Kt7; 2 B-Kt1, etc. 1... K-Kt7; 2 Q-Q4ch etc. (1 K-B4, claimed by many as the key, does not solve, for White cannot mate in 3 after 1... K-Kt7.) 2118: 1 Q-R2, B-Q7; 2 R-Kt3!! etc. (Note that 1... B-Q7 defends against 1 Q-R1 or 1 Q-R3 as key.) 1... R-QR8; 2 B-Kt7 & 3 Kt-B6 mate. The threat is 2 QxPch & 3 P-Kt6 mate. 2119: 1 KtxQBP!! threatening 2 B-K4 mate. 1... Kt-Q7; 2 KtxRP etc. 1... Kt(either)-Kt6; 2 Pxp etc. 1... R-QB7; 2 P-R7 etc. 1... Kt-B7; 2 B-R2 etc. (This problem exacted quite a toll, for superficially it seems that practically any move by the Kt leads to a valid solution. 1 Kt-B5, a fine try, is adequately met by 1... P-B7!!)

Nine Holiday Chessberries

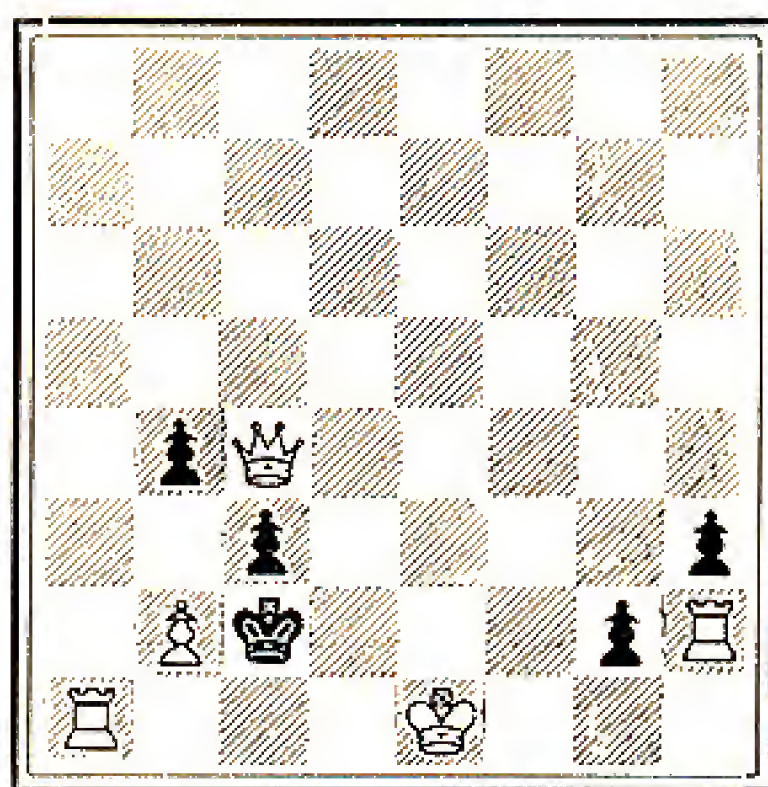
Presented for your yuletide entertainment are nine lovely settings. Once you fall into the scheme of things, you will find yourself proceeding with delectable ease from one position to the next. (Be careful of the double trouble lurking in Loyd's No. 2.) Solutions are on the next page.

- No. 1—W. Pauly (1911), appears as original in *The Properties of Castling*, 1928.
 No. 2—Sam Loyd, *Sam Loyd and His Chess Problems*, 1913.
 No. 3—G. C. Alvey, *Chess Amateur*, 1913.

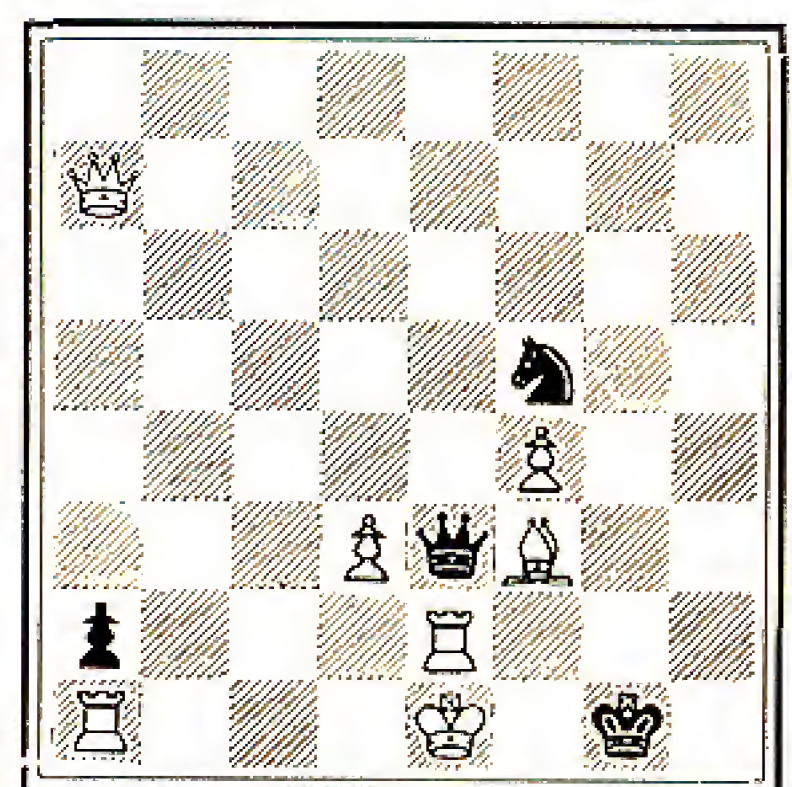
- No. 4—G. F. Anderson, *Westminster Gazette*, 1917.
 No. 5—Alain White, *Good Companions*, 1918.
 No. 6—H. Hannemann, *Skakbladet*, 1918.
 No. 7—T. R. Dawson, *Chess Amateur*, 1923.
 Nos. 8, 9—G. F. Anderson, *Chess Amateur*, 1923.



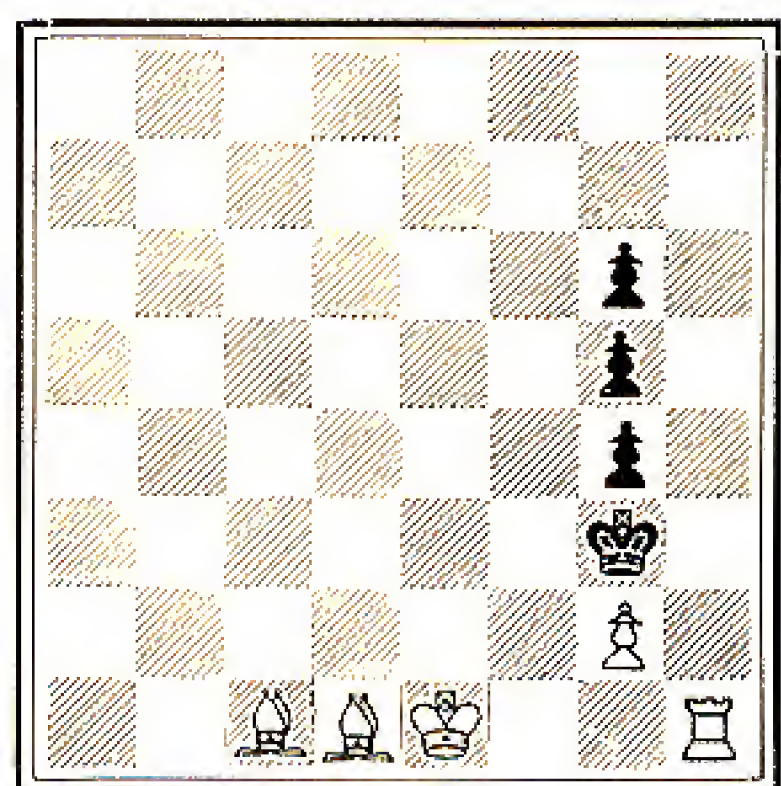
No. 1 White mates in 3



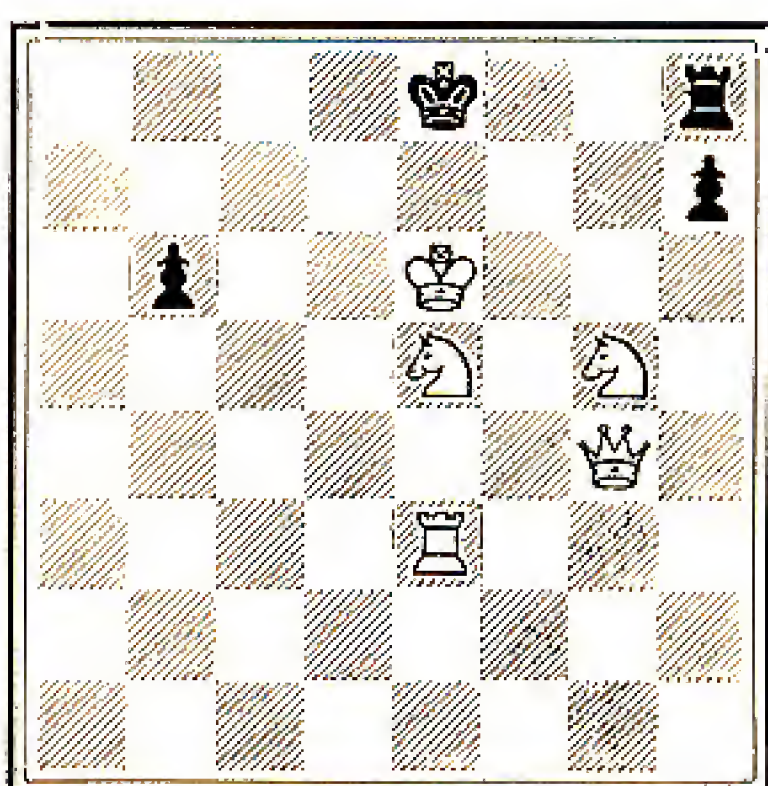
No. 2 White mates in 2



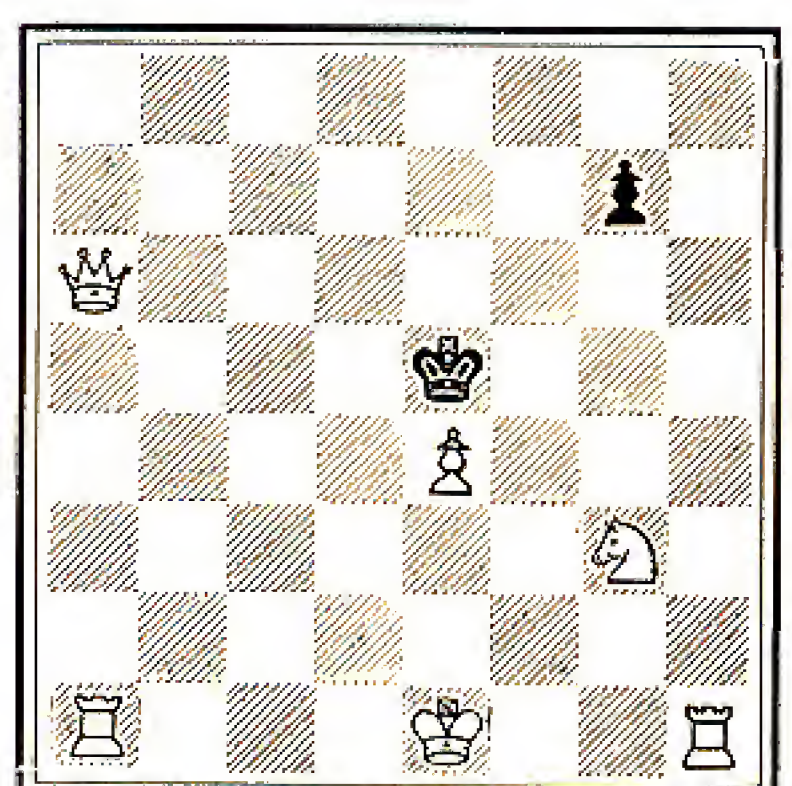
No. 3 White mates in 2



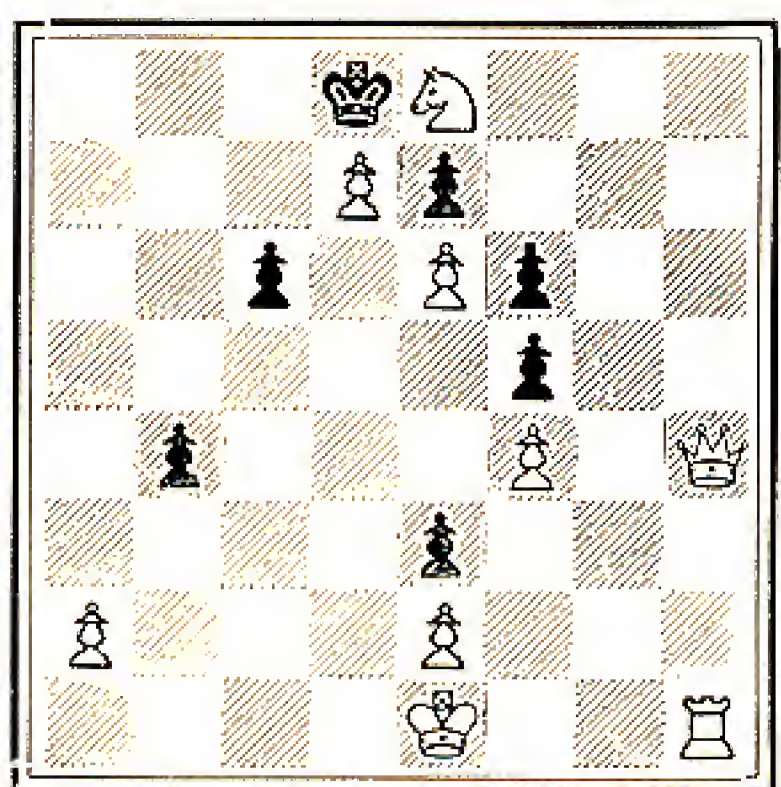
No. 4 White mates in 4



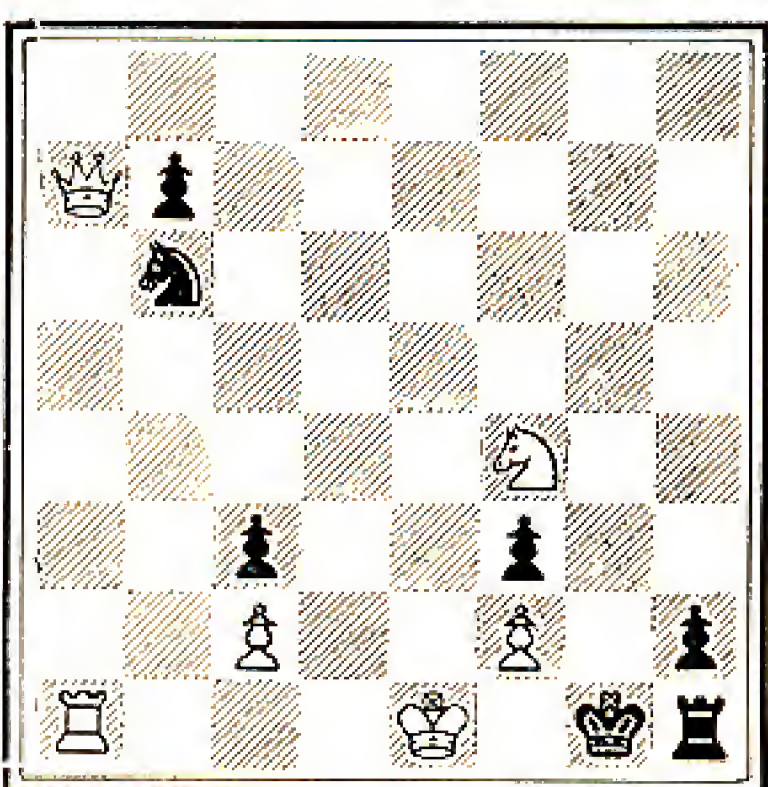
No. 5 White mates in 2



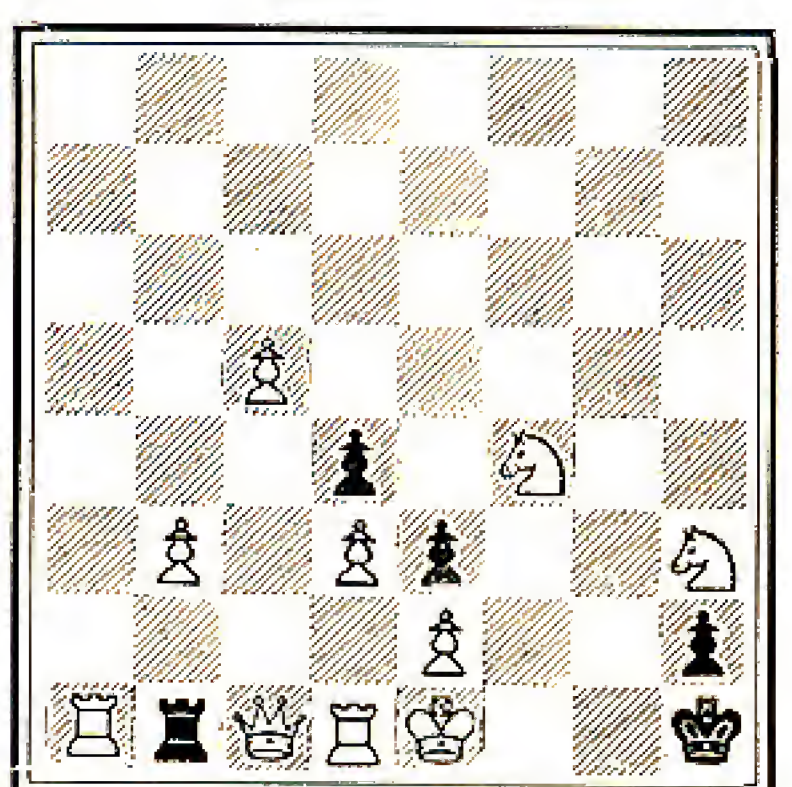
No. 6 White mates in 3



No. 7 White mates in 3

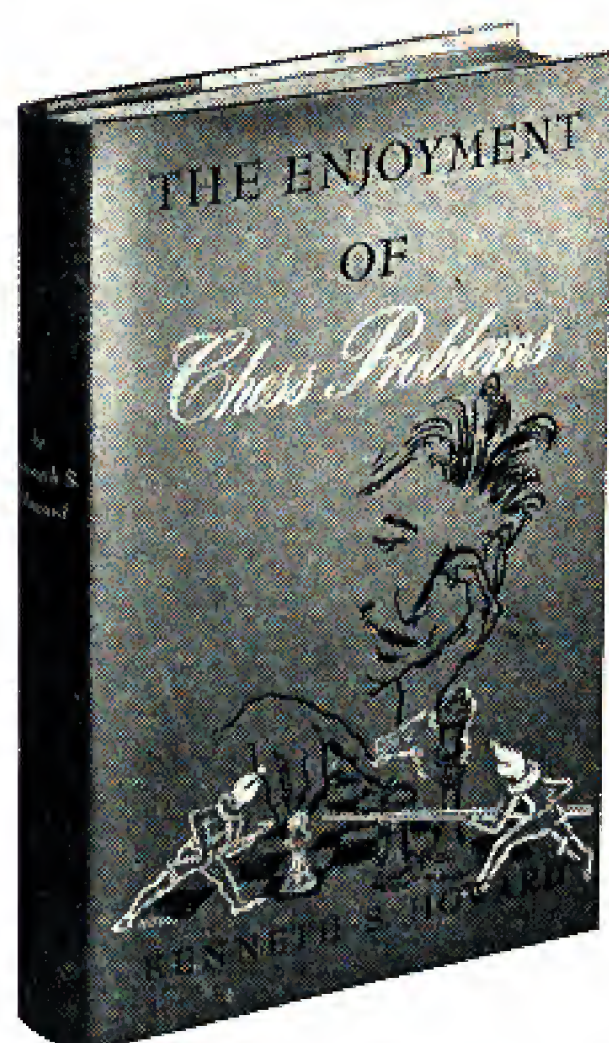


No. 8 White mates in 2



No. 9 White mates in 3

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Solvers' Standings

Heartiest congratulations to Pfc. Herbert Seidman who is this month's winner with a score of 394 points. A top-notch chess player and an excellent solver, Seidman has succeeded in heading the list for the second time in two years. The complete up to date standings follow:

Abrams, Lemuel (21); Abrams, L. J. (257); Akers (165); Aks (134); Allen (64); Allmeroth (134); Almgren (24); Baldwinson (197); Bamberger (60); Beckman (42); Bennett (188); Bischoff (85); Bisguier (17); Bock (89); Borowski (103); Burgess (24); Burstein (336); Buser (177); Chapman (119); Chauvenet (101); Comas (13); Cooper (13); Currie (202); Czermak (132); Daly (364); Dana (160); Dankoler (125); DeBlasio (381); Doman (204); Drake (104); Fink, A. J. (293); Fink, Arthur (288); Finkelstein (48); Fisher (40); Friauf (159); Froelich (109); Gallucio (247); Garrus (17); Gertmenian (none); Greenfield (211); Grimm (75); Haley (27); Halliwell (315); Hanft (245); Hannak (215); Hargreaves (158); Hays & Stolper (376); Hearn (79); Herzberger (44); Hiser (178—Aug.-Sept.??); Holladay (220—Aug.-Sept.??); Jackson (179); Katz (198); Kipping (310—May? Resubmit); Korf (20); Korpanty (276); Kramer (121); Lacy (7); Ladner (237); Lapiken (26—splendid!); Lilling (15); Lourie (133); Ludlow (336); Lundberg (102); Lunde (3); Lundgreen (47); Lynch (152); McCarter (133); Marcus (272); Meyer (34); Mondros (30); Montias (13); Mulligan (229); Nichols (21); Ninburg (17); Noble (227); Oakley (130); Olesen (203); Ozgo (56); Peters (352); Plowman (123); Popper (76); Rachelle (24—fine!); Rauch (88); Rehfuess (62); Renn (113); Richter (267); Rivise (125); Rosen (105); Rosenberger (150—June & Aug.??); Rosinger (21); Rudholm (140); Russell (134); Ryder (282); Sadler (95); SansSouchi (53); Schmidt, Sgt. Julius (135); Schmidt, R. A. (87); Schroeder (377); Schultz (37); Schwartz (119); Seavey (25); Seeley (167); Seidman (394); Seltzer (57); Sheftel (323); Shelinsky (68); Sommer (29); Sommerville (107); Spiegel, Dr. M. (12); Spiegel, S. (354); Standlee (11); Steinmeyer (145); Swart (264); Thomas (111); Thompson, H. F. (93); Trippel (13); Tump (65); Underdown (14); Walsh (14); Watson (129); Weiner (26); Weiss (143); Weizmann (196); Winnberg (327); Wise (114); Zielinski (146); Zupnick (2).

Solvers previously listed whose names do not appear have been placed on the inactive list.

Solutions to Holiday Chessberries

(See previous page)

No. 1: 1 P-Kt4, PxP e.p.; 2 R-R4, any; 3 R-B4 mate. 1 . . . Kt-Q7; 2 O-O-O, any; 3 R-Q8 mate.

No. 2: Two solutions (both INTENDED): 1 Q-K6, K-Q6; 2 O-O-O mate, 1 K-B2!

No. 3: Q-Kt6!

No. 4. O-O, K-R5; 2 K-B2, P-Kt6ch; 3 K-K1, P-Kt5; 4 R-R1 mate, and we have K & R in their original squares!

No. 5: 1 K-B6, threatening 2 Q-B8 mate, 1 . . . O-Och; 2 Kt(Kt5)-B7 mate, 1 . . . R-B1ch; 2 Kt(K5)-B7 mate. Dandy!

No. 6: 1 Kt-K2, KxP; 2 Q-K6ch, K-Q6; 3 O-O-O mate! If 2 . . . K-B6; 3 O-O mate! Remarkable task in slender position.

No. 7: 1 O-O, P-Kt6; 2 Q-K1 etc, 1 . . . P-B4; 2 Q-R1 etc.

No. 8: R-R6!!

No. 9: 1 R-Q2, RxP; 2 Q-Kt2! RxQ; 3 O-O-O mate! (if 2 . . . R-B6; Q-Kt7 mate.) 1 . . . PxRch; 2 KxPch, RxQ; 3 RxR mate, 1 . . . RxR or R-Kt7; 2 QxR, PxRch; 3 KxP mate, 1 . . . RxQch; 2 RxR etc. This is one of the most famous castling problems ever composed.

All selections are from Alain White's PROPERTIES OF CASTLING, Christmas Series, 1928.

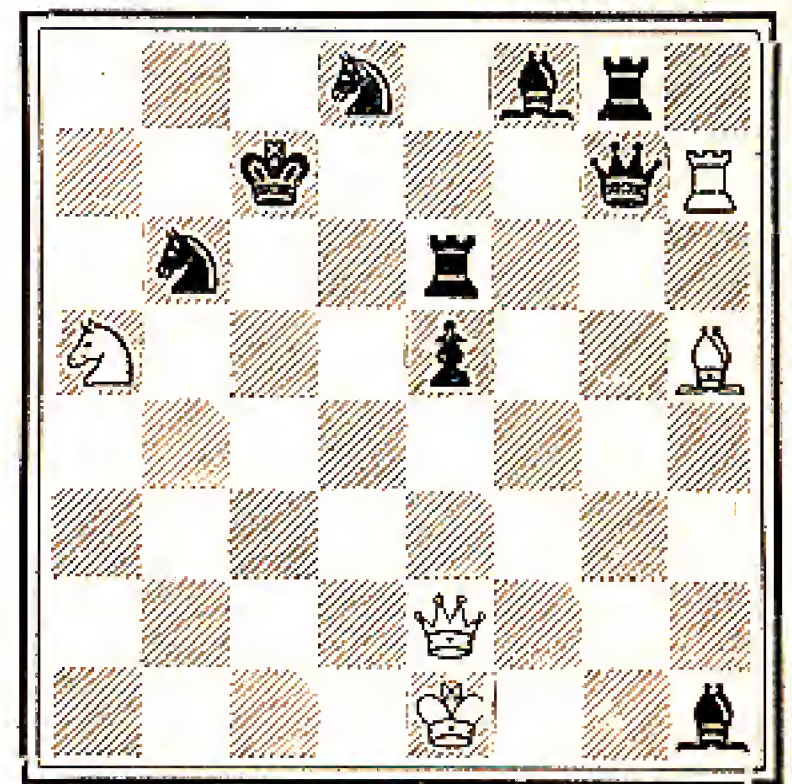
Christmas Solving Contest

Solutions to Problems 2150-2159 must be postmarked not later than Feb. 28, 1944. (This restriction does not apply to overseas solvers nor to men in armed forces, unless they have early access to CHESS REVIEW as it appears).

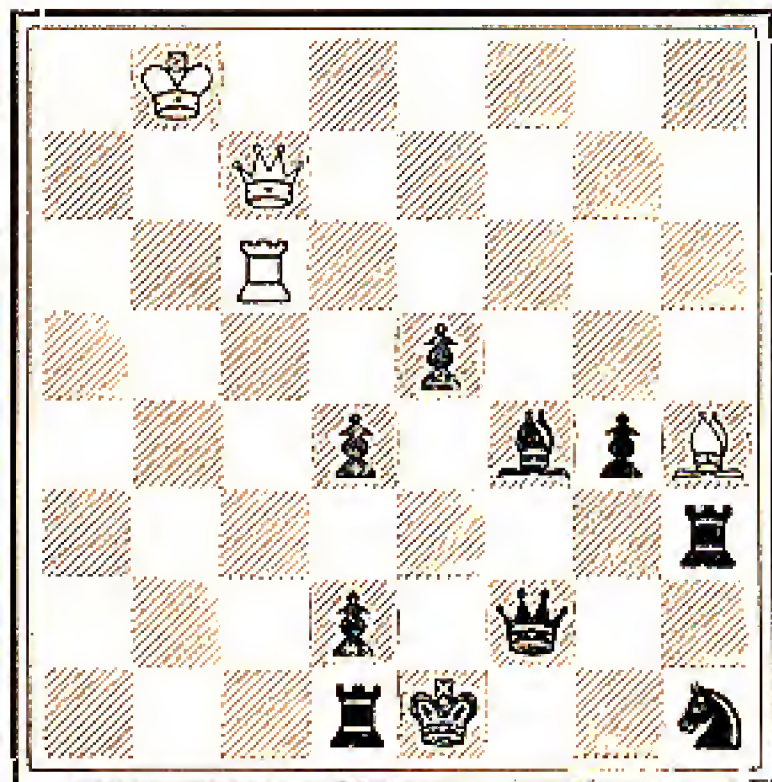
The problems on this page, all originals, comprise a special holiday contest. They are not part of the regular Solvers' contest which will be resumed in the January issue. Give complete continuations. A book prize will be awarded for the best set of solutions. The composers:

2150-2151—Mannis Charosh & P.L.R.
2152-2153—Dr. P. G. Keeney & P.L.R.
2154—Dr. P. G. Keeney
2155—Mannis Charosh

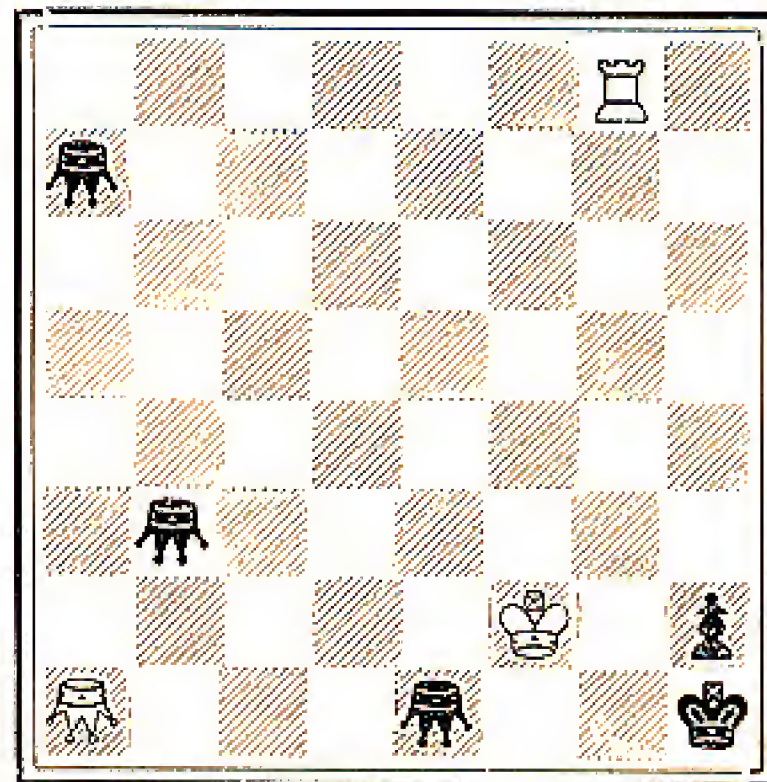
2156—Nicholas Gabor
2157—P. L. Rothenberg
2158—F. J. C. DeBlasio & P.L.R.
2159—P. L. Rothenberg



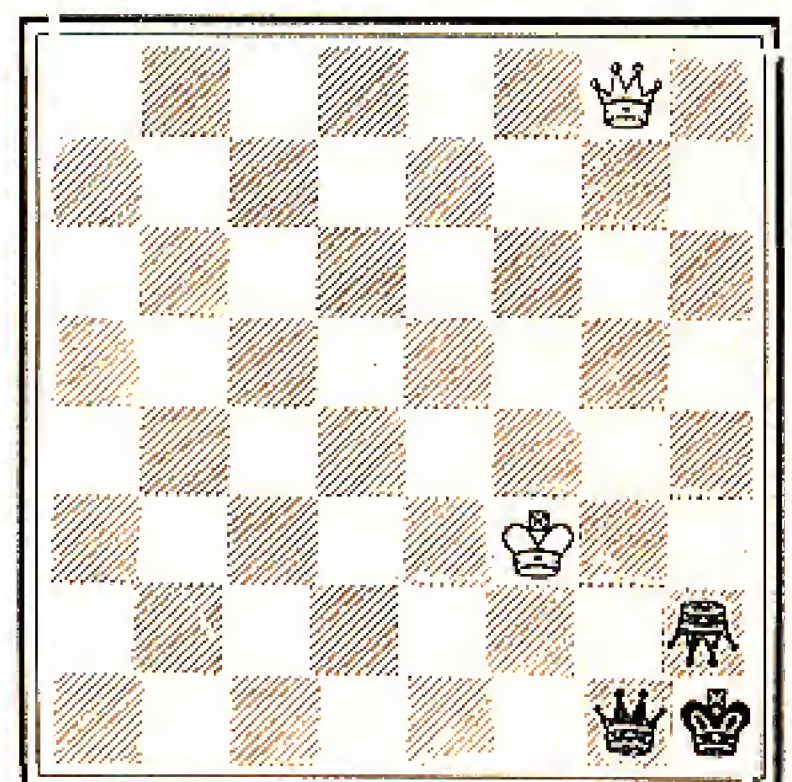
2150 Black Helpmates in 2



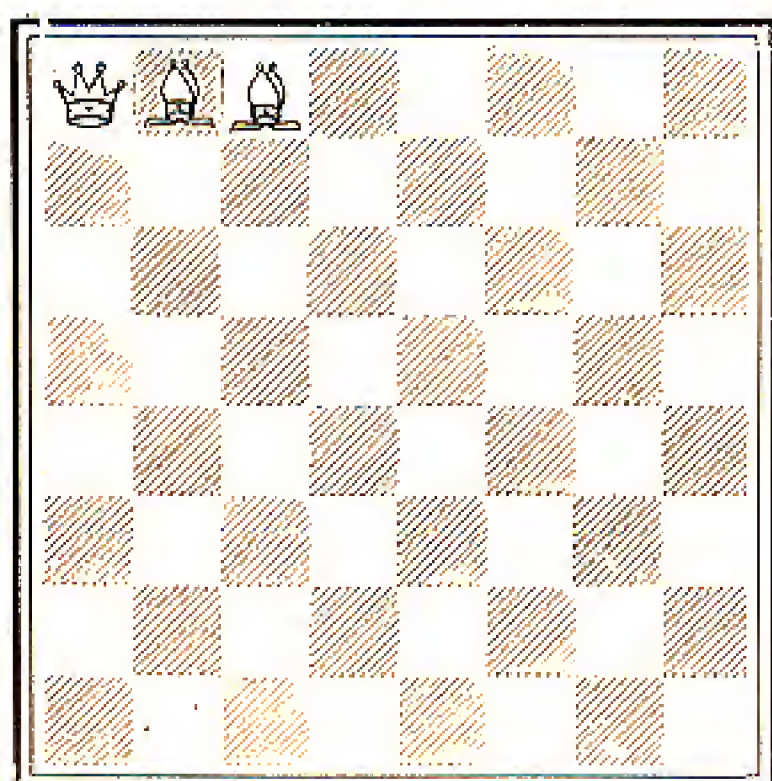
2151 Black Helpmates in 2



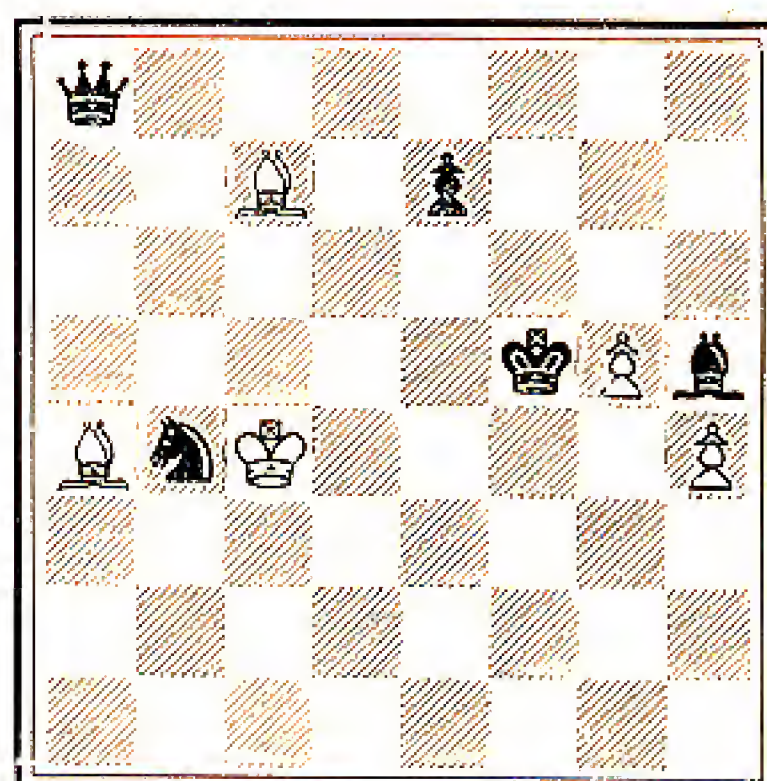
2152 See Text



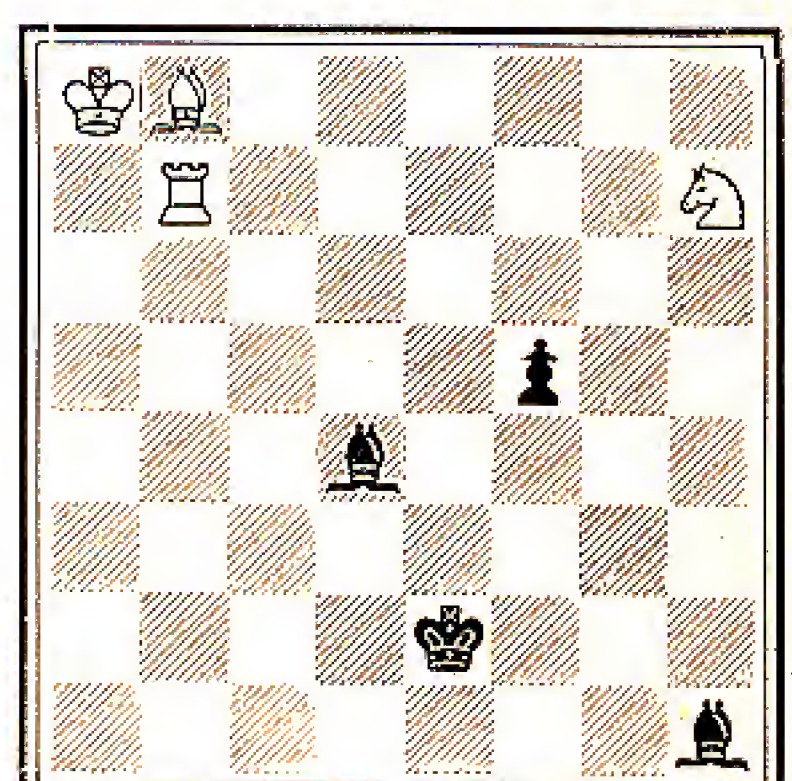
2153 See Text



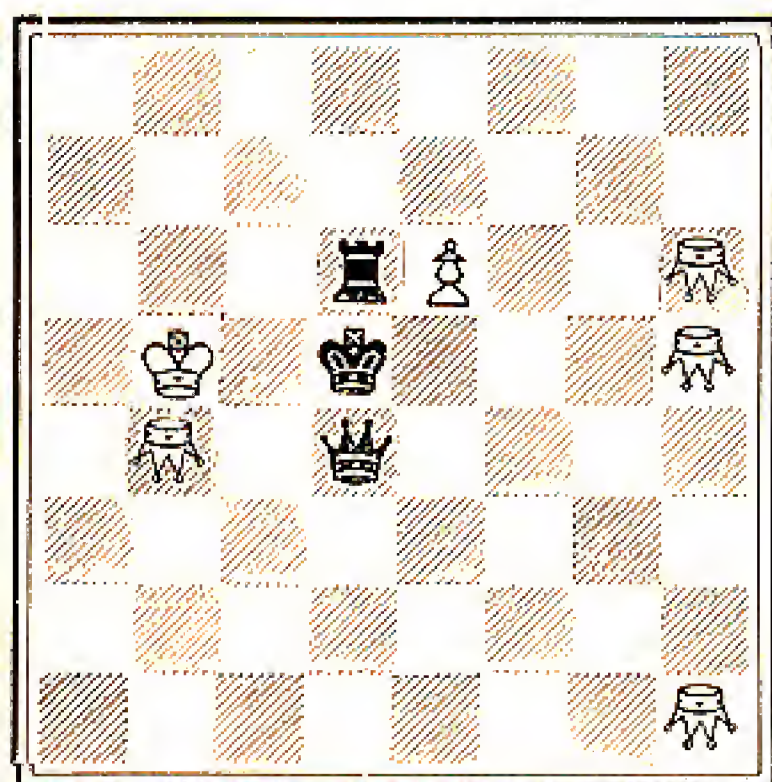
2154 See Text



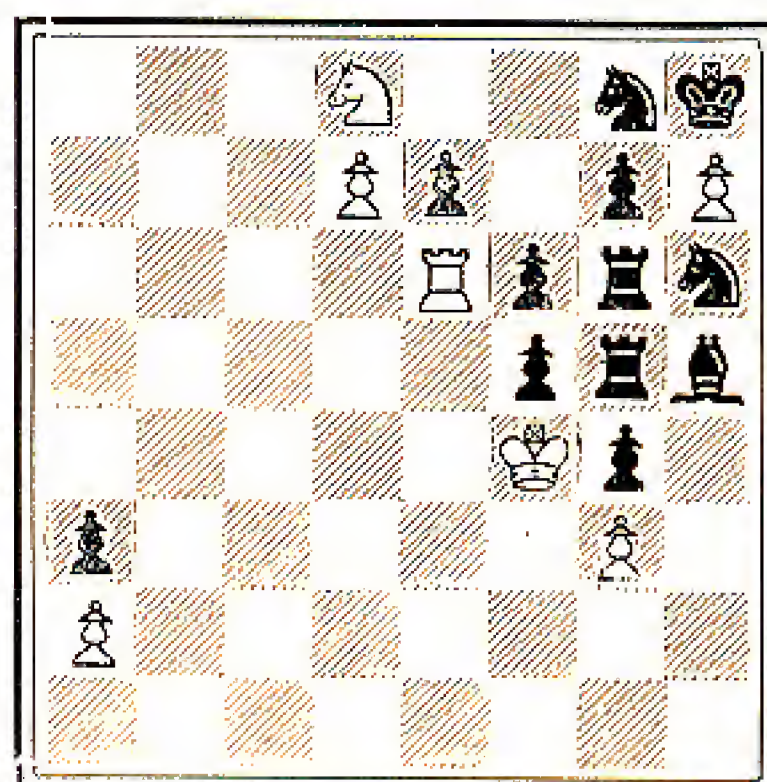
2155 See Text



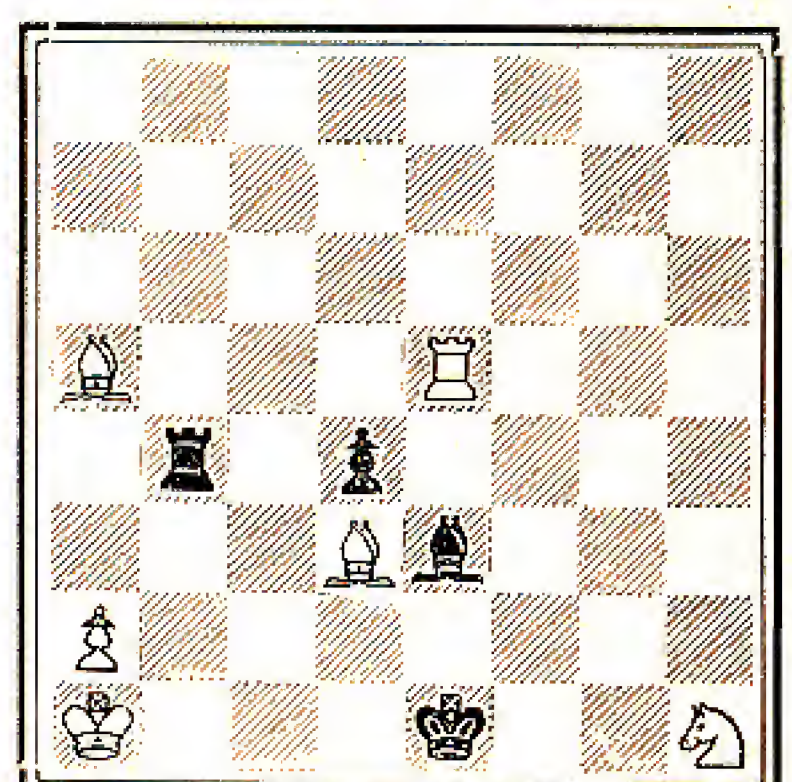
2156 Black Helpmates in 3



2157 See Text



2158 See Text



2159 See Text



READERS' GAMES

Reviewed by
I. A. HOROWITZ

In this department we publish games by readers with annotations by Chessmaster I. A. Horowitz. Any subscriber is welcome to use this instructive service free of charge. Submit your games to Readers' Games Department, CHESS REVIEW, 250 W. 57th St., New York 19, N. Y.

The following game is an object lesson — an object lesson from which masters may well profit. On his 10th turn, White chooses an inferior move. It is not the kind of move which costs a Piece or even a Pawn. It is merely a slight error of judgment. From then on Black hammers away with telling blows, without intermission, until White's poor harried King collapses.

This game was played by mail in Section V46 of CHESS REVIEW'S Victory Tournament. It is an excellent example of the possibilities of postal chess in developing playing strength. It is, in fact, one of the finest games ever submitted to this department.

NIMZO-INDIAN

White: Lt. L. Gonzalez

Black: George H. Perrine

1 P-Q4 Kt-KB3
2 P-QB4 P-K3
3 Kt-QB3 B-Kt5

The Nimzo-Indian Defense, so called because it was expounded by the great Russo-Danish master Nimzovich. Its virtue lies in its flexibility. Black may select any one of a number of development patterns. For example, his QP may advance either one or two squares, and he may, if he chooses, fianchetto the QB.

4 Q-B2 Kt-B3
5 Kt-B3 P-Q3
6 B-Kt5

6 P-QR3 is generally played here. The point is that Bishops are considered to be slightly more valuable than Knights, and White is in a position to force the favorable exchange.

6 O-O
7 P-K4

7 P-K3, in order not to limit the scope of the KB (on Q3) is optional. The textmove shows a decided preference for terrain rather than scope, which in itself is a moot question.

7 P-K4
8 P-Q5 Kt-Q5!
9 Q-Q3 P-KR3

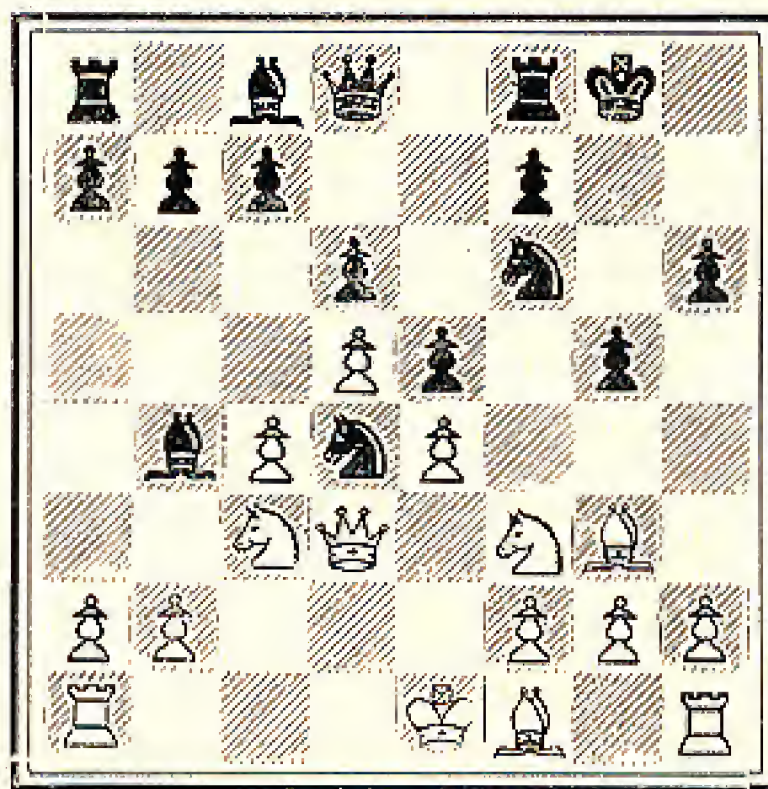
"Putting the question to the Bishop." To exchange, retain the pin or retreat is White's problem. The exchange 10 BxKt is ruled out as Bishops are more valuable than Knights and White gets no other compensation. The retention of the pin with 10 B-R4 is appealing superficially. But a second look will

disclose Black's threat to drive the Bishop with 10 . . . P-KKt4 to Kt3 where it will be eliminated as a fighting force for some time. Hence, by the process of elimination the retreat of the Bishop on its original diagonal is indicated.

10 B-R4? P-KKt4

Now if the sacrifice 11 KtxP were feasible there would have been some point to White's last move. But after 11 . . . PxKt; 12 BxP, K-Kt2 there is no way of increasing the pressure on the pinned Knight, and in short order Black will consolidate and remain a piece to the good.

11 B-Kt3



11 KtxKP!!

Retribution is rapid. For if now 12 QxKt, B-KB4 and the Queen goes by the wayside: 13 Q-K3, Kt-B7ch, etc.

12 KtxKt PxKt
13 QxP

Obviously not 13 QxKt, R-K1!

13 R-K1

Black now enjoys complete freedom for all his men.

14 O-O-O

An attempt to castle on the other wing initiated by 14 B-K2 would be difficult to enforce. For one thing White's Bishop would require additional protection: 14 . . . B-KB4; 15 O-O, KtxB; followed by . . . BxKt and . . . RxB.

14 KtxKt
15 PxKt B-R6ch
16 K-B2

If 16 K-Kt1, Black wins the exchange: 16 . . . B-B4ch; 17 K-R1 (not 17 B-Q3, B-B4 wins the Queen), B-B7 and the Rook is trapped, e.g., 18 R-Q2, R-K8ch curtain!

16 B-B4ch
17 K-Kt3 P-B4!!

Opening a new avenue of approach to the White King with tempo.

18 Q-Q2 Q-R4
19 B-Q3 P-Kt4

Threatening mate with . . . Q-R5ch.

20 PxP BxB
21 QxB P-B5ch!!
22 QxP

Not 22 KxP, Q-R5 mate.

22 QR-B1
23 Q-Q3 R-K5

Again threatening . . . Q-R5 mate and if now 24 QxR, QxP mate.

24 K-B2 R(5)-QB5
Resigns

Give a professional one extra Pawn and he is content to pare down and reach a winning endgame. The amateur, on the other hand, waves aside this tedious procedure. He prefers to settle matters in brilliant style and spurns the lowly offering.

Fortunately, in the game below, after many vicissitudes, justice triumphs.

RETI OPENING

M. W. Patrick

R. H. Dewart

White

Black

1 Kt-KB3

P-Q4

2 P-B4

.....

Here White tempts the advance ... P-Q5, when he intends to subject the Pawn to attack by 3 P-QKt4 and 4 B-Kt2. Experience discloses that this target will eventually fall, or require the protection of other forces, best deployed elsewhere.

2

PxP

One of a number of possible continuations. 2 ... P-K3, or 2 ... P-QB3 may lead into the orthodox Queen's Gambit Declined by transposition.

3 Kt-R3

.....

There are many ways to recover the Pawn. The simplest is 3 Q-R4ch, followed by 4 QxP. 3 P-K3 transposes into the Queen's Gambit Accepted.

The text move gives the opening its own character. White's plan is to dominate the central squares (after the recapture of the Pawn) with pieces instead of Pawns.

3

P-QB4

4 KtxP

Kt-QB3

To prevent 5 P-Q4 and strive for an eventual ... P-K4.

5 P-KR3

.....

Preparing a King side Pawn assault. At this early stage of the game, emphasis should be placed on mobilization. 5 P-KKt3 and 6 B-Kt2 is the usual procedure.

5

P-B3

6 P-KKt4

P-K4

7 P-Q3

B-K3

Placing the heavy battery in position to strike out in any direction.

8 P-Kt3

KKt-K2

9 P-Kt5

Kt-Q4

10 B-QKt2

P-Kt4

11 QKt-Q2

.....

It is obvious that Black's Kt at Q4 plays a more dominant role than White's at Q2. Under the circumstances, it would have been wiser to challenge its position with 10 Kt-K3.

11

B-K2

12 P-K3

.....

He is finding it extremely difficult to develop the balance of his forces, or continue along constructive lines. For example, 11 B-Kt2 is met by ... Kt-B5.

12

O-O

13 P-Q4

.....

Out of necessity, not choice. Clearly, it is imprudent to start a "free-for-all" with one hand tied behind his back.

13

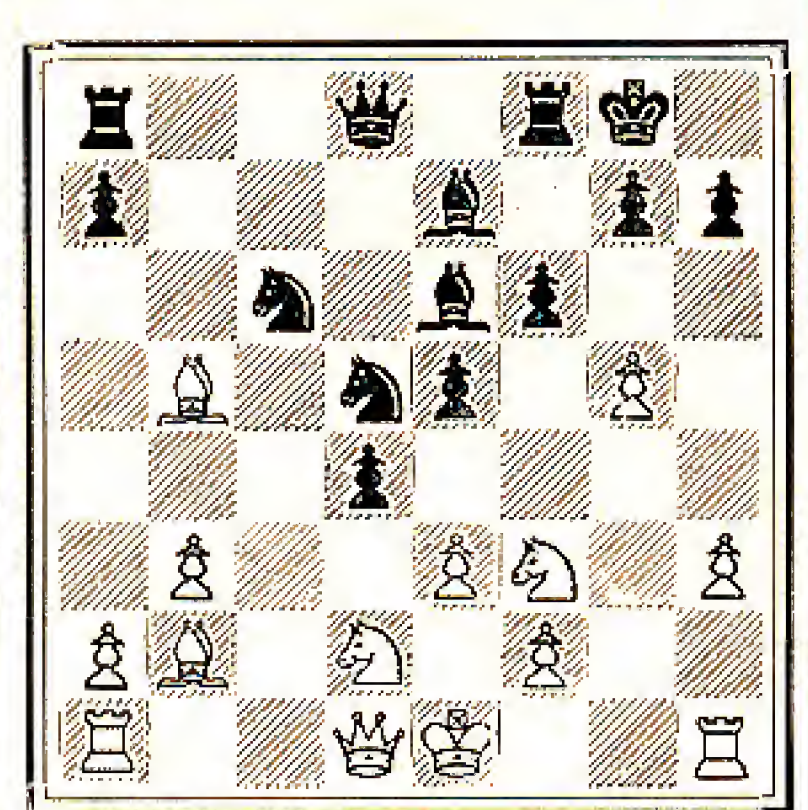
BPxQP!

14 KBxP

.....

Oblivious of the ensuing, subtle combination, 14 KPxP would do for the moment, but offered no better

prospects in the long run. The fact of the matter is that White's development is lagging, his King is not properly sheltered, and all avenues of approach to the monarch are open wide.



14

QPxP!

15 BxKt

PxPch!

Exposing the adverse King to his mercy.

16 K-K2

.....

16 K-B1?, Kt-K6ch! or 16 KxP, Q-Kt3ch recovers the piece.

16

Kt-B5ch

17 K-B1

Q-Q6ch

18 KxP

B-B4ch

19 K-Kt3

QR-B1

20 B-K4

Q-K6

Threatening mate at B7.

21 Q-K1

Kt-K7ch

22 K-Kt2

P-B4

23 B-Kt7

.....

On other Bishop moves the reply is the same.

23

P-K5

24 R-KB1

.....

Now, he has almost completely castled by hand.

If 24 BxR, PxKtch; 25 KtxP, B-Q4; 26 R-KB1, RxB, and White is bound in a vise-like grip.

24

PxKtch

25 RxB

.....

25 KtxP is an alternative. But White's position is beyond redemption, and it is no longer a question of fortitude. A "horseshoe" is needed.

25

QxPch

26 K-R1

QR-Q1!

Precision play. If 27 QxKt, RxKt; 28 QxBch, K-R1 and White cannot stave off mate.

27 R-Q1

KR-K1

It is interesting to note Black's exertions, despite his terrific lead in development. Dr. Lasker once pointed out that it was relatively simple to obtain a winning position, yet it was an achievement to win it.

28 QxKt

.....

Otherwise the retreat of Black's Bishop to B2, indirectly imperilling the White Queen, will prove fatal.

28

BxP

29 Kt-K4

.....

The best chance. 29 QxRch, RxQ; 30 KtxB, R-K7 wins. On other Queen moves, Black winds up with an exchange to the good.

29

RxRch

29 ... PxKt would win in short order, and this was the course to pursue. Black comes close to finessing himself out of the game.

30 QxR

BxQ

31 KtxQ

R-K8ch

Black is on thin ice and a misstep would be calamitous.

32 K-R2

R-K7ch

33 K-Kt3

B-Q3ch

34 K-R4

P-KR3

The hidden resource on which he stakes his speculations.

35 B-Q5ch

K-R1

36 R-B3?

.....

A deplorable choice. For it is clear that White is about to be stripped of his holdings.

36 Kt-B7ch, K-R2; 37 BxP yields drawing prospects. This possibility is chargeable to Black's indiscreet 29th move.

36

PxKtch

37 KxP

K-R2

A mate was lurking in the background.

38 B-R3

B-K4

39 R-B5

B-B3ch

40 K-B4

.....

Not 40 KxP, R-K4ch; 41 K-B4, P-Kt4ch; 42 K-Kt3, R-K6ch winning a piece.

40

B-K4ch

41 KxP?

.....

Losing rapidly. But the position should lose in any case after 41 K-Kt5, B-B7 and the ultimate advance of the King side Pawns.

41

B-Q3

42 B-Kt8ch

.....

On any Rook move, R-K4ch wins a piece.

42

K-R1

Of course if 42 ... KxB; 43 R-B8ch, followed by 44 BxB with excellent drawing chances.

43 R-B8

R-K4ch!

Not 43 ... BxB; 44 B-B7 dis. ch and Black gets mated.

Resigns

If 44 K-Kt6, B-R4 mate. If 44 K-B4, R-QB4ch wins outright.

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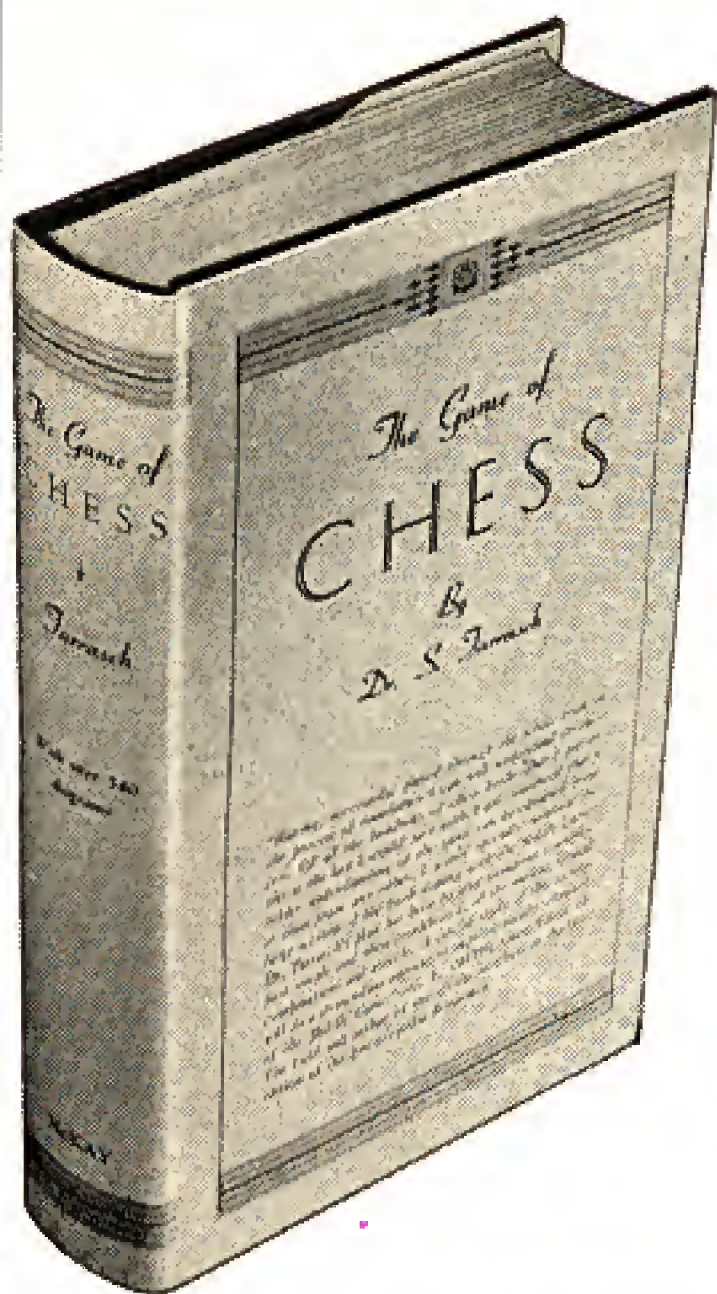
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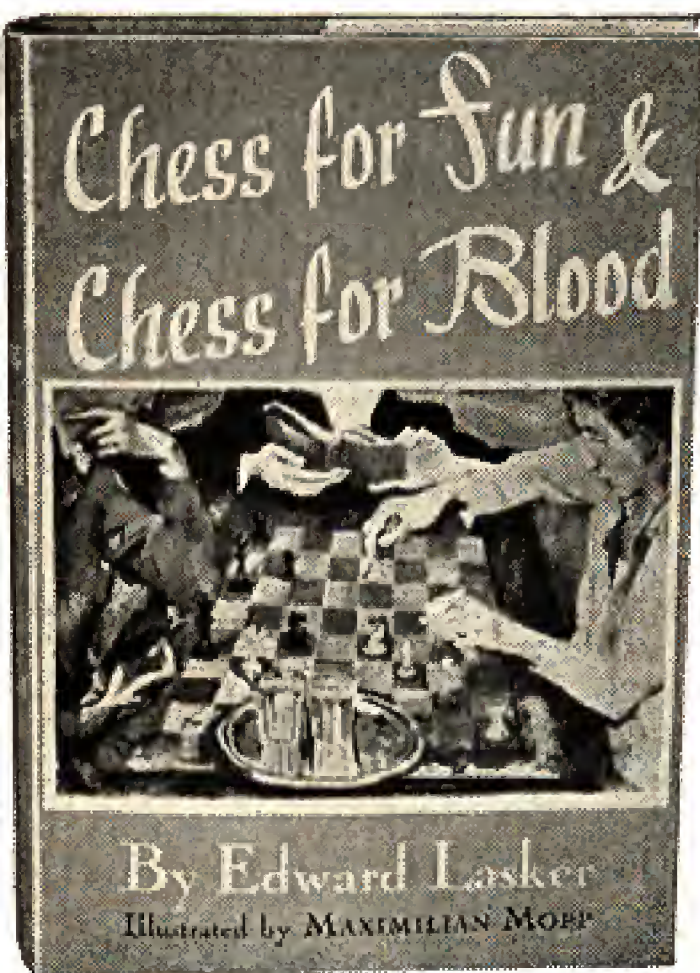
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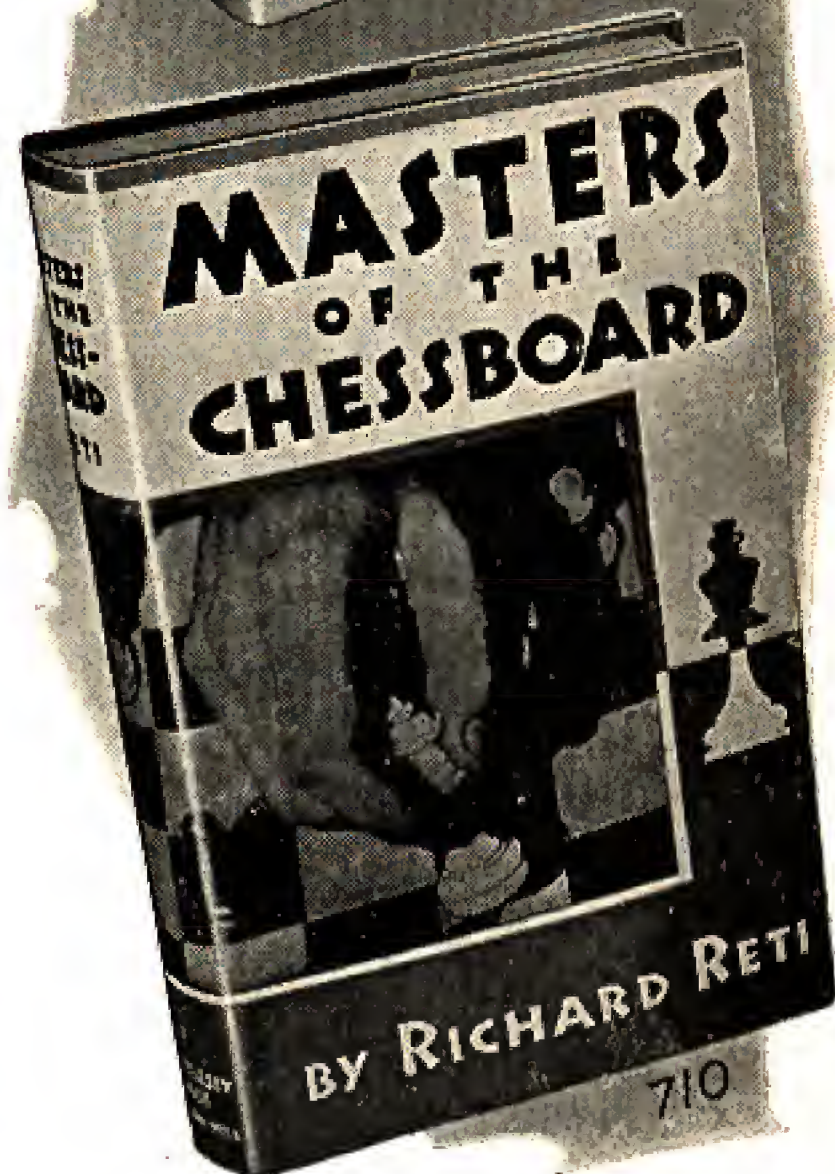
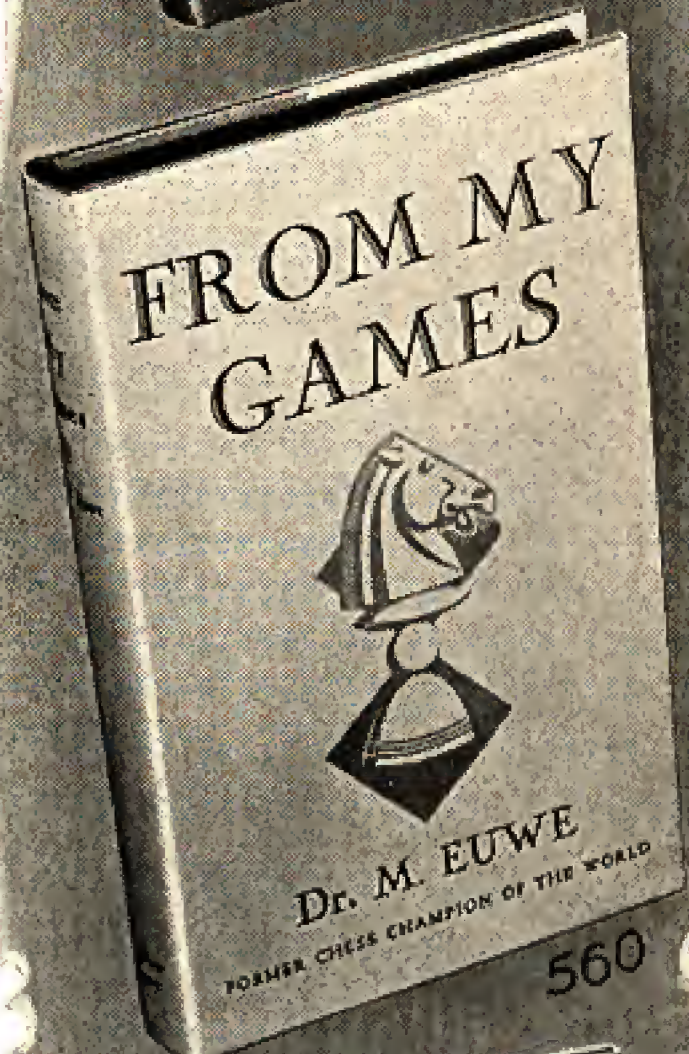
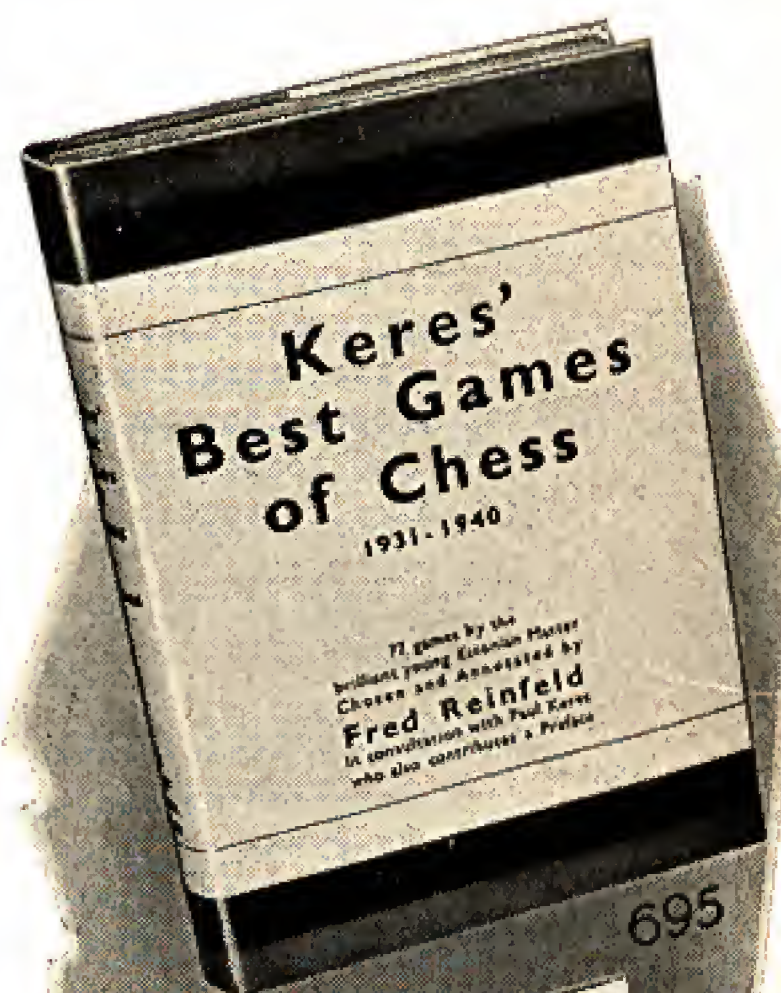
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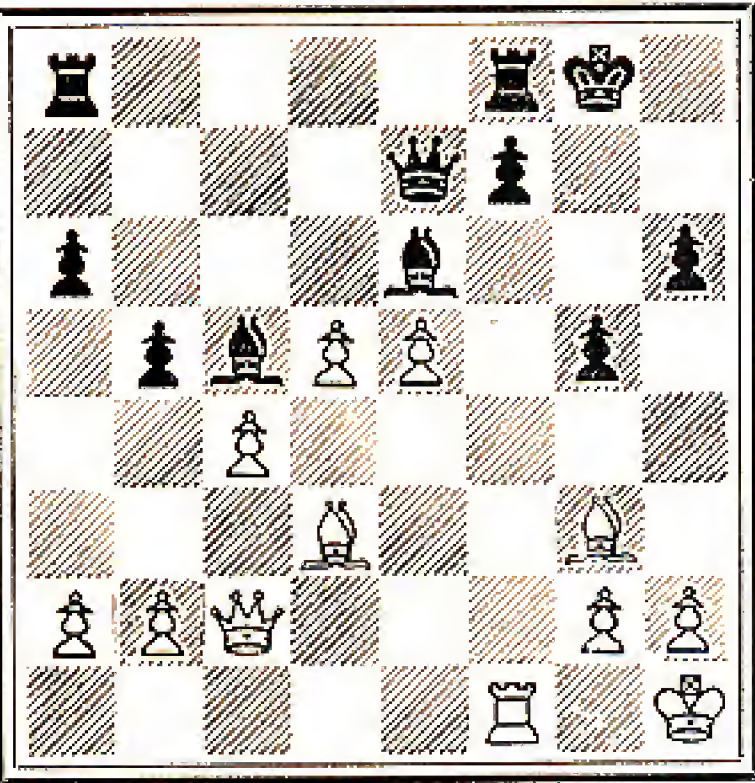
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LEARN HOW TO ATTACK!

Polland



Marshall

Down a whole Rook, a timid White player would capture PxB—but Marshall continued as follows:

- | | |
|----------|-------|
| 1 R-B6!! | B-Q2 |
| 2 Q-K2 | K-Kt2 |
| 3 Q-K4 | R-R1 |
| 4 P-K6!! | B-K1 |
| 5 B-K5 | QxR |
| 6 BxQch | KxB |

And White won. The finish: 7 P-Q6, R-Q1; 8 Q-B5ch, K-Kt2; 9 QxB, PxP; 10 Q-K5ch, K-Kt1; 11 QxKPch, B-B2; 12 Q-B6, Resigns.

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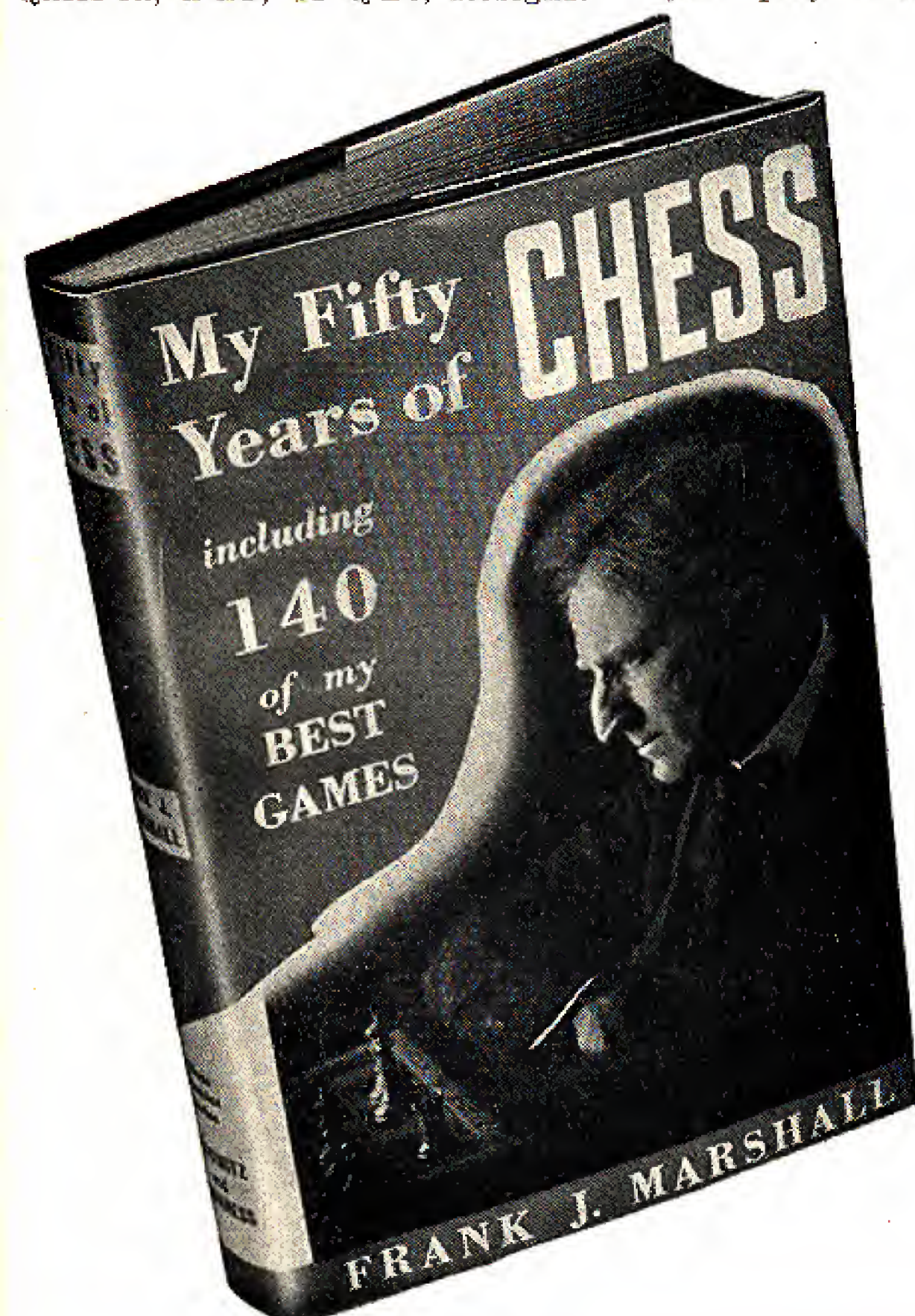
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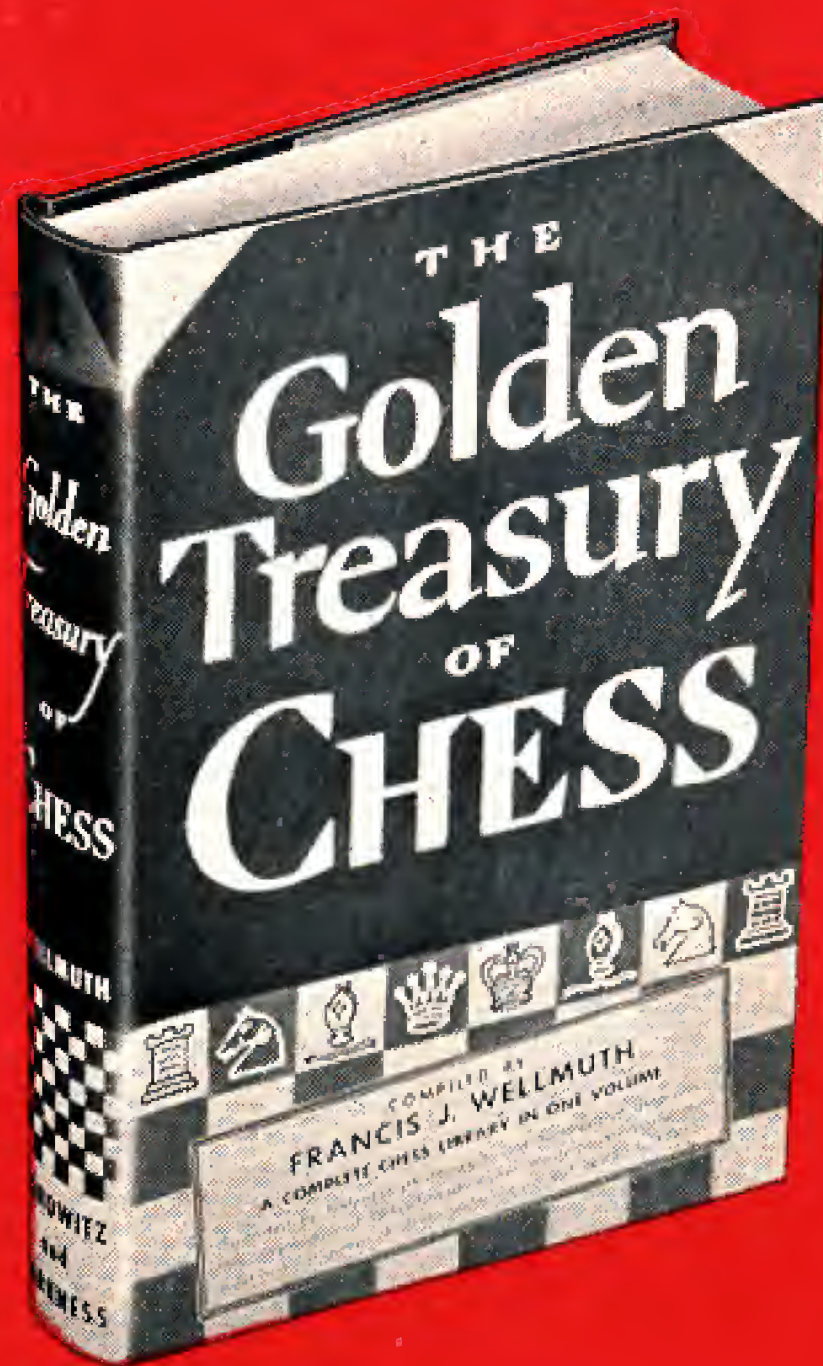


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Colle
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Dufresne
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Fine
Flohr
Grunfeld
Gunsberg
Hodges
Horowitz
Janowski
Johner
Kashdan
Keres
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Kolisch
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Lange
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